

Sprint-10

Backlog	Estimation in hours (per person)	Total working hours	Status
Cleaning up code	4	20	Done
Creating work flow diagram	3	15	Done
Presentation	3	15	Done

After Successful testing of the code using various scenes in VREP, in order to take that advantage of Object Oriented programming, we started to split the code into classes and using the objects of respective classes

- We created different classes for Moving left, Moving right, Moving Forward, Moving Backward and Obstacle Detection.
- In order to let the Pioneer_p3dx to change its direction from the obstacle we import Moving Left, Right, Forward, Backward in to Obstacle detection class.
- Creating a class that extends Obstacle detection and comprises of main method which calls the obstacle detection method on to the object.

In order to enable others to work on implementing Lejos program in VREP, we started digging more details on how to let a Java Lejos program to run in VREP simulation environment.

- We read the EV3 MindStorm documentation thoroughly to get a break through in this issue.
- We searched for any available plugins in EV3 lejos for a successful implementation of lejos program in VREP.
- We have approached different users who had worked earlier on Java Lejos and VREP to sort this issue.
- We have gone through the models of VREP that matches the EV3 MindStorm other than Pioneer_p3dx and capable of successful implementation of Lejos Program.
- We approached Coppelias forum Standard forum for discussing issues regarding VREP for sorting the problem.
- After Marathon of research on running a Java Lejos program in Eclipse, we thought of having a platform for converting a Java Lejos program to Java program, such that we can simulate EV3 Mindstorm in VREP.

In order to let the others to know about the information of process we followed through the entire life cycle, we worked on the Work Flow diagram of the project. The Work Flow diagram of the project can be found in official page of MindSim project in GitHub.