pkg

## interpreter + interpreter() + ~interpreter() + startRoomba(): void + stopRoomba() : void + brushes(p\_0 : int) : void + drives(s : int) : void + turnAndDrive(speed : int, radius : int) : void + turnRoomba(angle : uint16\_t) : void + slowTillStop(): bool + getBumpAndWheel(): bool + getWall() : uint8\_t + getCliffLeft() : bool + getCliffFrontLeft(): bool + getCliffFrontRight(): bool + getCliffRight(): bool + getVirtualWall() : uint8 t + getWheelOvercurrents(): bool + getDirtDetect() : uint8\_t + getIrReceiver() : uint8\_t + getDistance(): int16\_t + getAngle(): uint16\_t + getChargingState(): uint8\_t + getBatteryVoltage(): uint16\_t + getBatteryCurrent(): int16\_t + getBatteryTemperature() : int8\_t + getBatteryCharge(): uint16\_t + getBatteryCapacity(): uint16\_t + getWallSignal(): uint16\_t + getCliffLeftSignal(): uint16\_t + getCliffFrontLeftSignal(): uint16\_t + getCliffFrontRightSignal(): uint16\_t + getCliffRightSignal() : uint16\_t + getChargingSource() : uint8\_t + getOiMode() : uint8\_t + getSongNumber() : uint8\_t + getSongPlaying(): uint8\_t + getRequestedVelocity(): int16\_t + getRequestedRadius(): int16\_t + getRequestedRightVelocity(): int16\_t + getRequestedLeftVelocity(): int16\_t + getLeftEncoderCount(): uint16\_t + getRightEncoderCount() : uint16\_t + getLightBumper(): bool + getLightBumpLeftSignal() : uint16\_t + getLightBumpFrontLeftSignal() : uint16\_t + getLightBumpCenterLeftSignal() : uint16\_t + getLightBumpCenterRightSignal() : uint16\_t + getLightBumpFrontRightSignal() : uint16\_t + getLightBumpRightSignal() : uint16\_t + getLeftMotorCurrent(): int16\_t + getRightMotorCurrent(): int16\_t + getMainBrushMotorCurrent(): int16\_t + getSideBrushMotorCurrent(): int16\_t + getStatis() : uint8\_t + getBumpRight() : bool + getBumpLeft() : bool + getWheelDropRight() : bool + getWheelDropLeft() : bool + getSideBrushOvercurrent(): bool + getMainBrushOvercurrent() : bool + getRightWheelOvercurrent(): bool + getLeftWheelOvercurrent() : bool + turnRight(): void + turnLeft() : void