Examples
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Example 1: Utilizing the command function

```
#include <Kobuki.h>
Kobuki kevin;                            // declares variable 'kevin' of class kobuki

void setup()
{
        Serial.begin(115200);
}
void loop()
{
        kevin.command(1, 200, 0);        // tells the kobuki to move forward at 200mm/s
}
```

Example 2: Utilizing the feedback function

```
#include <Kobuki.h>
Kobuki keith;                            // declares variable 'keith' of class kobuki

void setup()
{
        Serial.begin(115200);
}
void loop()
{
        keith.refresh_sensors();         // updates buffer with current sensor outputs
        if(keith.feedback(5) != 0)       // checks the value of the bumper sensor
        {
                keith.command(1, 0, 0);  // tells the kobuki to stop whenever the bumper
                                         //   sensor is triggered
        }
        else
        {
                keith.command(1, 200, 0); // tells the kobuki to move forward at 200mm/s
                                          //   otherwise
        }
}
```