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Agenda

- Getting Started
  - On the Server
  - Using the Documentation
  - Design Sequence
  - Tools
  - The Maslab API
- Design Principles
- Threading in Java

On the Server

- Put these lines in your .environment:
  - *add 6.186*
  - *add -f java_v1.5.0*
  - *setenv JAVA_HOME /mit/java_v1.5.0*
  - *setenv CLASSPATH /mit/6.186/2005/maslab.jar:.*
- If you're Serverphobic, just ask for help. You'll learn fast, and you'll be glad you did.

Using the Documentation

- Maslab API
- Java 1.5.0 API
- Sun's Java Tutorial
- Ed Faulkner's Java Reference
- All linked from SoftwareInfo page on wiki

Design Sequence

- Open a text editor to edit a source code file:
  - *emacs MyExample.java*
- Write class declaration, and declarations for each of your methods, and annotate with comments
- Fill in source code
- Compile:
  - *javac MyExample.java*
    - This produces MyExample.class if successful
- Fix compile errors and repeat compilation until successful
- Run:
  - *java MyExample*
    - This searches the CLASSPATH for MyExample.class and executes it.

Tools

- CVS, subversion
- make, ant
- OrcSpy, BotClient
- Instructions all on SoftwareInfo page of wiki

The Maslab API

- maslab.orc
- maslab.camera
- maslab.telemetry.channel

Agenda

- Getting Started
- Design Principles
  - Motivation
  - Modularity and the Design Process
  - Writing Good Specifications
  - Testing
  - Good Design Practices
- Threading in Java

Design Principles - Motivation

- Coding a Maslab Robot is a formidable, multi-person project
- Making debugging easier
- Making sure different team member's code all work together
- Making sure one team member's changes doesn't break another team member's code

Modularity and the Design Process

- Modular Design
  - Provides abstraction
  - Gives up fine-control abilities, but makes code much more manageable
- The Design Process
  - Top-down vs. Bottom-up
  - Write out specifications for each module
  - Write code for modules
  - Test each module separately as it is being written
  - Test overall system for functionality

Modularity - An Example

- Start with most basic behaviors:
  - *DriveTowardBall*
  - *WallFollow*
  - *DriveToWallAndStop*
- Build up more complicated behaviors:
  - *HuntRedBalls*
  - *GoToLastRememberedBall*
  - *AlignAndDepositBall*
  - *WanderToGetUnstuck*
- Build highest-level behaviors:
  - *WinMaslab*

Writing Good Specifications

- This that should go into the specification:
  - Synopsis of classes and methods
  - How methods are called
  - Restrictions on argument values
  - The return value and effect of calling the method
- What shouldn’t go into the specification:
  - How code is implemented
  - Long paragraphs of text

Testing

- Test each module separately
- Test overall system
- Test special cases
- Come up with test cases before coding, or have a different team member do testing
- Using the main() method
- Unit testing

Good Design Practices

- EXTREMELY IMPORTANT!
- Thou shalt Test Constantly
- Start small, build up
- Modularity
- Avoid over-abstraction
- Back up code
  - Keep multiple versions backed up
  - Keep separate backups off of the robot computer

Agenda

- Getting Started
- Design Principles
- Threading in Java
  - Motivation
  - Using Threading
  - Synchronization

Motivation for Threading

- Ability to perform tasks in parallel
- If used properly, can make your robot run faster
- Different threads for:
  - Image capture and processing
  - Keeping a current map
  - Controlling the current motion behavior (Wandering, Ball-seeking, Obstacle Avoidance, etc.)
  - Higher-level strategic control

Using Threading

- Look in Sun's Java tutorial, or Ed Faulkner's Java reference
- Look at the Java API:
  - Thread, Runnable, wait(), notify(), sleep(), yield()
- Must take care to avoid deadlock

Synchronization in Threading

- Allows blocks of code to be mutually exclusive
- Writing to the same object from two threads at the same time will cause your program to break