

# Programming

## THE MIDKNIGHT INVENTORS

Programming Directors





# OVERVIEW



- ❑ What is the Programming Subteam?
- ❑ Season Timeline
- ❑ Information and Tools
- ❑ Java Classes



# PROGRAMMING SUBTEAM



## WHAT WE DO

- ❑ Our subteam writes the 'instructions' that the robot follows.
- ❑ We write our robot code in Java, but FRC can also use C++ / LabVIEW

## TWO PARTS TO THE ROBOT GAME

- ❑ First 15 Seconds: Autonomous Period
  - ❑ Pre-programmed Instructions
  - ❑ Robot uses sensors as input
- ❑ 2 Minutes: Teleoperated
  - ❑ Controlled by Driver / Operator using controllers



# PROGRAMMING INFORMATION



## BACKGROUND

- ❑ Java is our main language
- ❑ Eclipse is our standard compiler
- ❑ We create multiple Autonomous programs for the robot
  - ❑ I.e. the robot can start in different positions or accomplish different tasks within the game challenge

## TOOLS

- ❑ WPILib
- ❑ GRIP
- ❑ Git/GitHub



# SEASON TIMELINE



## PRE-SEASON

- ❑ Learn Java and WPILib API
- ❑ Set up Git and Github
- ❑ Learn about FRC sensors & electronic components
- ❑ Practice programming previous robots



# SEASON TIMELINE



## WEEKS 1 AND 2

- Create Robot base project
- Start implementing subsystems and commands
- Integration with Build, CAD, and electrical subteams
- Begin framework for drive base code
- Begin planning Autonomous programs
  - What actions will the robot perform? What sensors will tell it about the field's status?
  - Typically, we use a camera for vision tracking & ultrasonic sensors



# SEASON TIMELINE



## WEEKS 3 AND 4

- ❑ Complete Subsystems
- ❑ Complete code for the drive base
  - ❑ Drivers' Practice can begin with one of our robots
- ❑ Begin Autonomous commands
- ❑ Autonomous iterations
  - ❑ With sensors and electrical systems complete on the physical robot, we can integrate these into both Autonomous and Teleoperated code



# SEASON TIMELINE



## WEEKS 5 AND 6

- Iterate and improve on Autonomous code
- Vision
  - GRIP vision processing (if applicable)
  - Other work with the field's vision targets?
- Work with drive team to finish control mapping and iterate on existing teleoperated code
- Improve Drive Code
  - Motion Profiling
  - PID Loops





# SEASON TIMELINE



## AFTER STOP BUILD DAY

- Continue work on autonomous & vision targeting using 2nd robot
- Driver practice / autonomous testing for consistency
- Improve existing code for:
  - Stability
  - Readability
  - Accuracy
  - Precision



# TOOLS WE USE



## WPILIB

- ❑ FIRST-Provided Library for interacting with the robot
- ❑ Provides pre-written code for using sensors, encoders & FRC game field communication
- ❑ Less code = better
  - ❑ Keeps with our overall team goal of simplicity
- ❑ Large online community to help with issues
  - ❑ The FIRST community is always available to help out!



# TOOLS WE USE



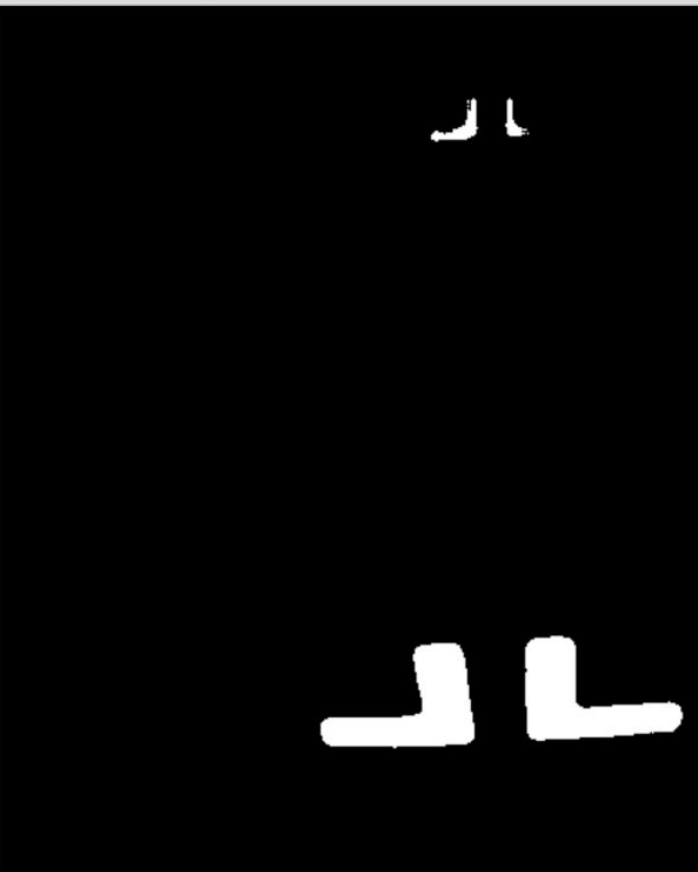
## GRIP

- Vision Processing
- Object Detection and tracking
- Useful in autonomous or for precise goal lineup in teleoperated period
  - Positioning the robot for an action
  - Knowing when the robot is lined up with a goal
  - Markings on game objects

Resize Image -> Output



HSV Threshold -> Output



Vision Tracking (GRIP)



# TOOLS WE USE



## GIT/GITHUB

- ❑ Version Control
  - ❑ Everyone can contribute to code!
  - ❑ Everyone has the most updated version
  - ❑ Allows a stable version to always be ready
  - ❑ GUI interface + built into eclipse
- ❑ “Google Drive - for code”
  - ❑ Allows us to share and collaborate on code while maintaining control of what’s on the robot
- ❑ [github.com/Team1923](https://github.com/Team1923)



# MOTION CODE



## TELEOPERATED PERIOD

- Assign specific actions to buttons
- Driver and operator press buttons to make robot do actions as needed

## DRIVING THE ROBOT

- Use encoders to measure wheel rotations and distance travelled instead of having to run motors for time
- Allows for more accuracy in measurement, especially during Autonomous



# OUR RESOURCES



## PROGRAMMING CLASSES

- ❑ Starting in November
- ❑ Meet Thursdays at 7:00 pm
- ❑ Learn Java with focus on its FRC Applications
  - ❑ No previous knowledge or experience required
  - ❑ Will be useful in High School classes too!
  - ❑ Don't have to commit to Programming as your subteam (yet).

# QUESTIONS?

**CONTACT US:**

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[www.FIRSTrobotics1923.org](http://www.FIRSTrobotics1923.org)

