CS 444 - Project 1 - Stage 4

* The purpose of this stage is to write a leJOS application class that causes your robot from Project 1 - Stage 3 to move in a specified manner.

program specifications for Project 1 - Stage 4

* As discussed in class, there are 3 motor ports on the NXT brick -- you connected your robot's 2 motors to TWO of these in Project 1 - Stage 3. You, then, can tell which two those are.

  Select ONE of your two motors (either is fine), and NOTE which motor port it is connected to. I am calling this your "chosen motor" below.

* Write a leJOS application class `Moving1.java` that implements the following pseudocode and meets the class coding standards (YES, this includes appropriate javadoc comments for the class **and** the `main` method, an `@author` line including the names of all team members present as well as a `@version` line in the class's javadoc comment, and appropriate indentation):
  * display `MOVING 1` on your robot's LCD screen
  * wait for any button to be pressed
  * run your chosen motor in the forward direction
  * display `FORWARD` on your robot's LCD screen
  * wait for any button to be pressed
  * run your chosen motor in the backward direction
  * display `BACKWARD` on your robot's LCD screen
  * wait for any button to be pressed
  * stop your chosen motor
* Compile and link your class, and upload it to your robot (and of course debug your class as necessary) until you are satisfied that it is successfully implementing the above pseudocode.

completing Stage 4

* Write your team name on the NEXT list on the white board
* I'll look over your source code to see if it meets the course style standards, and CHECK OFF when it does so (if it does not, you will be expected to modify it **before** proceeding)
* Once your class source code has been verified as meeting the course style standards, you'll SHOW me your running program on your robot, and I will check to see if it indeed implements the above pseudocode, and CHECK OFF when I have SEEN it running successfully
* And, once your robot's running program has been checked off, one of the team members should SUBMIT your resulting `Moving1.java` on nrs-labs using `~st10/444submit` with a homework number of `14` (project 1, stage 4).

  ...and now you have completed STAGE 4 of PROJECT 1
* ASK ME what you should do next.