

## ДОДАТОК А

### Код програми

```
#include "DrivingPlatform.h"

DrivingPlatform::DrivingPlatform(Motor& rightMotor, Motor& leftMotor) :
    m_rightMotor(rightMotor), m_leftMotor(leftMotor),
    m_movementDirection(Direction::FORTH)
{
    start();
}

void DrivingPlatform::turn(const Direction direction)
{
    switch (direction)
    {
        case Direction::LEFT:
            right();
            break;
        case Direction::RIGHT:
            left();
            break;
    }
}

void DrivingPlatform::forth()
{
    m_rightMotor.moveForth();
    m_leftMotor.moveForth();
    m_movementDirection = Direction::FORTH;
}

void DrivingPlatform::back()
{
    m_rightMotor.moveBack();
    m_leftMotor.moveBack();
    m_movementDirection = Direction::BACK;
}

void DrivingPlatform::right()
{
    m_rightMotor.moveBack();
    m_leftMotor.moveForth();
    m_movementDirection = Direction::RIGHT;
}

void DrivingPlatform::left()
```

```
{
    m_rightMotor.moveForth();
    m_leftMotor.moveBack();
    m_movementDirection = Direction::LEFT;
}

void DrivingPlatform::start() const
{
    m_rightMotor.start();
    m_leftMotor.start();
}

void DrivingPlatform::stop() const
{
    m_rightMotor.stop();
    m_leftMotor.stop();
}

void DrivingPlatform::begin()
{
    m_rightMotor.begin();
    m_leftMotor.begin();
}

#pragma once

#include "Motor.h"
#include "Utils.h"

class DrivingPlatform : public HardwareInitialize
{
private:
    Motor m_rightMotor;
    Motor m_leftMotor;
    Direction m_movementDirection;
public:
    DrivingPlatform(Motor& rightMotor, Motor& leftMotor);
    void turn(Direction direction);
    void forth();
    void back();
}
```

```

    void right();
    void left();
    void start() const;
    void stop() const;
    void begin() override;
};
#include "Motor.h"

```

```

Motor::Motor(const PowerSupply powerSupply, const byte onPin, const byte
forthPin, const byte backPin)

```

```

    : m_forthPin(forthPin), m_backPin(backPin)
{
    if (powerSupply == DIGITAL)
        m_motorEngine = new DigitalMotorEngine(onPin);
    else
        m_motorEngine = new AnalogMotorEngine(onPin);
}

```

```

void Motor::moveForth()
{
    start();
    digitalWrite(m_forthPin, HIGH);
    digitalWrite(m_backPin, LOW);
}

```

```

void Motor::moveBack()
{
    start();
    digitalWrite(m_backPin, HIGH);
    digitalWrite(m_forthPin, LOW);
}

```

```

void Motor::start() const

```

```
{  
    m_motorEngine->move();  
}
```

```
void Motor::stop() const  
{  
    m_motorEngine->stop();  
}
```

```
void Motor::begin()  
{  
    m_motorEngine->begin();  
    pinMode(m_forthPin, OUTPUT);  
    pinMode(m_backPin, OUTPUT);  
}
```

```
#include "MotorEngine.h"
```

```
MotorEngine::MotorEngine(byte onPin) : m_onPin(onPin), m_speed(HIGH)  
{  
}
```

```
void MotorEngine::begin()  
{  
    pinMode(m_onPin, OUTPUT);  
}
```

```
DigitalMotorEngine::DigitalMotorEngine(byte onPin) : MotorEngine(onPin)  
{  
}
```

```
void DigitalMotorEngine::move()  
{  
    digitalWrite(m_onPin, HIGH);  
}
```

```
}
```

```
void DigitalMotorEngine::stop()
{
    digitalWrite(m_onPin, LOW);
}
```

```
AnalogMotorEngine::AnalogMotorEngine(byte onPin) : MotorEngine(onPin)
{
}
```

```
void AnalogMotorEngine::move()
{
    analogWrite(m_onPin, m_speed);
}
```

```
void AnalogMotorEngine::stop()
{
    analogWrite(m_onPin, LOW);
}
```

```
#include "MotorEngine.h"
```

```
MotorEngine::MotorEngine(byte onPin) : m_onPin(onPin), m_speed(HIGH)
{
}
```

```
void MotorEngine::begin()
{
    pinMode(m_onPin, OUTPUT);
}
```

```
DigitalMotorEngine::DigitalMotorEngine(byte onPin) : MotorEngine(onPin)
{
```

```
}
```

```
void DigitalMotorEngine::move()  
{  
    digitalWrite(m_onPin, HIGH);  
}
```

```
void DigitalMotorEngine::stop()  
{  
    digitalWrite(m_onPin, LOW);  
}
```

```
AnalogMotorEngine::AnalogMotorEngine(byte onPin) : MotorEngine(onPin)  
{  
}
```

```
void AnalogMotorEngine::move()  
{  
    analogWrite(m_onPin, m_speed);  
}
```

```
void AnalogMotorEngine::stop()  
{  
    analogWrite(m_onPin, LOW);  
}
```

