

in Eclipse

```
package com.mydomain;
import lejos.hardware.Button;
//import lejos.hardware.Sound;
import lejos.hardware.motor.*;
//import lejos.hardware.port.*;
import lejos.utility.Delay;

public class MovementController {
    static void checkBounds(){
        System.out.println("Bounds are checked!");
        //Check if all Coordinates are in allowed Bounds of Plotter
    }

    static void calculateMovement(int xStart, int yStart, int xTarget,
int yTarget){
        System.out.println("Calculating Movement!");
        //Calculate Movement for x and y axis
    }

    static void DoMoveMotor(int engine, int duration, int speed){
        System.out.println("Engine " + engine + " started for "+ duration + " ms
at "+ speed + "% Speed!");
        //Tell EngineController to move specified engine for certain
duration and certain speed.
    }

    static void doTogglePencile(){
        System.out.println("Lifting/lowering Pencil");
        //Tell EngineController to toggle Pencil Position. UP/DOWN
    }
}

public class EngineController {

    UnregulatedMotor motorX = new UnregulatedMotor(MotorPort.A);
    UnregulatedMotor motorY = new UnregulatedMotor(MotorPort.B);
    UnregulatedMotor motorP = new UnregulatedMotor(MotorPort.C);

    static void moveXMotor(int duration, int speed){
        System.out.println("Bounds are checked!");
        /*      motorX.setPower(30);
            Delay.msDelay(50);
            motorX.stop();
        */
        //Move Engine on X Axis.
    }

    static void moveYMotor(int duration, int speed){
        System.out.println("Calculating Movement!");
    }
}
```

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        /*
            motorY.setPower(30);
            Delay.msDelay(50);
            motorX.stop();
        */
        /*
        //Move Engine on y Axis.
        }

    static void moveXYMotor(int xduration, int xspeed, int yduration, int
yspeed){
        System.out.println("Engine " + engine + " started for "+
duration + " ms at "+ speed + "% Speed!");
        //motorX.setPower(30);
        //motorX.setPower(30);
        //TODO: implement timer
        //Move specified engine for certain duration and certain speed.
        }

    static void togglePencile(boolean down){
        System.out.println("Lifting/lowering Pencil");
        //Toggle Pencil Position. UP/DOWN
        /*
            motorP.setPower(30);
            Delay.msDelay(50);
            motorP.stop();
        */
        /*
        }

    static void stopEngine(int engine){
        motorX.stop();
        motorY.stop();
    }

}

public class main {
    public static void main(String[] args) {

        int xStart=0;
        int yStart=0;
        int xTarget=100;
        int yTarget=100;

        System.out.println("Main started!");
        //Create Movement Controller and engineController
        /*
        EngineController EnginControl = new engineController();
        MovementController MoveControl = new MovementController();

        */

    }
}

```