

```
package org.firstinspires.ftc.teamcode;

import com.qualcomm.robotcore.hardware.DcMotor;
import com.qualcomm.robotcore.hardware.CRServo;
import com.qualcomm.robotcore.hardware.Gamepad;
import com.qualcomm.robotcore.hardware.Servo;

public class RelicClass {

    DcMotor relicArm;

    CRServo wrist;

    Servo finger;

    public RelicClass (DcMotor rA, CRServo w, Servo f)
    {

        relicArm = rA;

        wrist = w;

        finger = f;
    }

    void extendArm ()
    {

        relicArm.setPower(1);

    }

    void retractArm ()
    {

        relicArm.setPower(-1);

    }

    void stopArm ()
    {

        relicArm.setPower(0);

    }

    void openFinger ()
    {

        finger.setPosition(0);

    }

}
```

```
void closeFinger ()
{
    finger.setPosition(1);
}

void controlRelicArm (Gamepad gamepad2)
{
    if (gamepad2.left_trigger != 0)
    {
        extendArm ();
    } else if (gamepad2.right_trigger != 0)
    {
        retractArm ();
    } else
    {
        stopArm ();
    }

    if (gamepad2.left_bumper)
    {
        wrist.setPower (.5);
    } else if (gamepad2.right_bumper)
    {
        wrist.setPower (-.5);
    } else
    {
        wrist.setPower(0.0);
    }

    if (gamepad2.b)
    {
        finger.setPosition (0);
    } else if (gamepad2.a)
    {
        finger.setPosition (1);
    }
}
```

