

# C++ API Samples

You can find all sample sources on our Bitbucket repository : [C++ API Samples](#)

## Asynchronous Examples:

- General Asynchronous Example:
  - located on Reeti in `/home/reetiDevel/Samples/C++ API/src/async_example.cpp`
  - use various functionality of the API to interact with the Reeti.
  - The example will basically make the Reeti move react to his movement and make him speech.
- Asynchronous Camera Example:
  - located on Reeti in `/home/reetiDevel/Samples/C++ API/src/CameraAsync.cpp`
  - allows to use the cameras in the Reeti's eyes
- Asynchronous Player Example:
  - located on Reeti in `/home/reetiDevel/Samples/C++ API/src/PlayerAsync.cpp`
  - allows to make executes the differents files used by the REETI
- Asynchronous Pose Example:
  - located on Reeti in `/home/reetiDevel/Samples/C++ API/src/PoseAsync.cpp`
  - allows to set the position of the motors at a given speed and poll the current position of the motors
- Asynchronous Talking Example:
  - located on Reeti in `/home/reetiDevel/Samples/C++ API/src/TalkingAsync.cpp`
  - allows to make the Reeti talks and get back information from the bookmarks set up in the text.

## Synchronous Examples:

- General Synchronous Example:
  - located on Reeti in `/home/reetiDevel/Samples/C++ API/src/sync_example.cpp`
  - allows to use the cameras in the Reeti's eyes
- Synchronous Camera Example:
  - located on Reeti in `/home/reetiDevel/Samples/C++ API/src/CameraSync.cpp`
- Synchronous Player Example:
  - located on Reeti in `/home/reetiDevel/Samples/C++ API/src/PlayerSync.cpp`
  - allows to make executes the differents files used by the REETI
- Synchronous Pose Example:
  - located on Reeti in `/home/reetiDevel/Samples/C++ API/src/PoseSync.cpp`
  - allows to set the position of the motors at a given speed and poll the current position of the motors
- Synchronous Talking Example:
  - located on Reeti in `/home/reetiDevel/Samples/C++ API/src/TalkingSync.cpp`
  - allows to make the Reeti talks and get back information from the bookmarks set up in the text.