

Subsystem Boilerplate

```
package frc.robot;

import edu.wpi.first.wpilibj2.command.Command;
import edu.wpi.first.wpilibj2.command.InstantCommand;
import edu.wpi.first.wpilibj2.command.SubsystemBase;

public class Example extends SubsystemBase {

    private static Example m_instance;
    private ExampleStates m_state, m_lastState;

    public enum ExampleStates {
        IDLE("Idle");

        String stateName;

        private ExampleStates(String name) {
            this.stateName = name;
        }

        public String toString() {
            return this.stateName;
        }
    }

    public Example() {
        m_state = ExampleStates.IDLE;
    }

    public void periodic() {
        stateMachine();
    }

    private void stateMachine() {
        Command currentExampleCommand = null;
        if (!m_state.equals(m_lastState)) {
            switch (m_state) {
                case IDLE:

```

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        currentExampleCommand = Idle();
        break;
    default:
        m_state = ExampleStates.IDLE;
    }
}

m_lastState = m_state;

if (currentDrivetrainCommand != null) {
    currentExampleCommand.schedule();
}
}

private Command Idle() {
    return new InstantCommand();
}

public void setState(ExampleStates state) {
    m_state = state;
}

public final static Example getInstance() {
    if (m_instance == null) {
        m_instance = new Example();
    }
    return m_instance;
}
}

```