Module 1 - Introduction Program: This is a very quick example program that will get a lock on a Roomba, make it go forward for 3 seconds, make it turn to the right in place for 5 seconds, and then disconnect from the server. When the program disconnects, the server will release the lock on the Roomba.

```java
import roomba.roombanetwork.services.userservice.*;

public class MyRoombaProgram {

    public static void main(String[] args) {
        UserService.setServerAddress("localhost");
        UserService.setName("Your Name");

        Roomba roomba = new Roomba();

        roomba.forwardForTime(.3, 3);
        roomba.turnForTime(.3, 5);

        UserService.disconnect();
        System.exit(1);
    }
}
```