Pronto_App UML

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Controller

+ robot : Robot
+ correct_input : boolean

Robot

- x: int
- y: int
- facing: Orientation

+ Robot() : void
+ getX : int
+ getY : int
+ move(char, int) : void
+ changeDirection (char, int) : void

<<Enum>>
Orientation

NORTH
EAST
SOUTH
WEST