Files to compile:

vacuum.java

vacuum2.java

makeBoard.java

makeBoard2.java

cleanerMain.java

(compiling cleanerMain.java first should make them all compile)

when running cleanerMain if you wish to see the first version of the robot, and step through the program using the enter key, type java cleanerMain 1 1

if you wish to see the first version of the robot but only see the original room configuration and final room configuration, type java cleanerMain 1 2

if you wish to see the second version of the robot, and step through the program using the enter key, type java cleanerMain 2 1

if you wish to see the second version of the robot but only see the original room configuration and final room configuration, type java cleanerMain 2 2

prog1\_log.txt will have the steps listed out even if you don’t step through the program

it will seem like it is skipping a step when it moves to a spot with dirt because the move forward and vacuum action are combined into one step, but the power goes down for 2 steps, and score goes down for two steps. On the outside it functions the same.

Side note, after rereading the first bullet in the actions section it seems like the first version was not supposed to know it is facing a wall, and has a chance to just keep driving into it wasting power. I implemented it so it checks its percept vector before making a move, so if there is a wall in front of it, it will turn, not wasting any power.