

Dalton Kilner

Dr. Johnson

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Summary Document

The main class calls the board class which has the main chunk of the code. The board class calls the other classes square and vacuum. The board class first resets the board and then prints the initial board state and then prints every vacuum move after that until the vacuum has hit every space. The Square class checks if the square has been cleaned and checks if the vacuum is in the square or not. The vacuum class keeps track of how many moves it has made as well as the exact location of the vacuum.

1. When the vacuum has visited every square in the area.
2. No, it will only clean what is dirty.
3. Yes
4. If the grid was larger it would use the same logic to hit every square in the area.
5. It will stop on each square to check if it is clean or dirty and then make a decision after
6. A good way to measure performance would be statically.