TOY ROBOT LIBRARY & SIMULATION

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https://github.com/GitHubShaun/ToyRobot

GOAL:

Create a library (java) that can be imported into a toy robot simulation by the user. Library is able to read in PLACE X,Y,DIRECTION, MOVE, LEFT, RIGHT, REPORT commands received by the user's program. Example usage:

```
public static void main(String[] args){
    ToyRobot robot = new ToyRobot(0,0,NORTH);
    robot.move();
    robot.report();
}
```

My emphasis was to provide an easy implementation for the user so there are additional constructors that the user can choose and pick from for their design.

DESIGNED AND DEVELOPED ON:

```
macOS: version 10.14.5 (18F132)
IntelliJ IDEA: 2019.1.3, build IC-191.7479.19. Copyright JetBrains s.r.o., (c) 2000-2019
Java: java version "1.8.0_144"
Junit 4: junit-4.13-beta-3
```

ASSUMPTIONS:

- User has similar system environment,
 - JDK is installed
 - MacOS
 - file hierarchy is unchanged
- User already knows how to use java libraries,
 - adding .jar file as a dependency
 - how to use libraries in their own code
 - Test files are in the testfiles directory in the project folder
 - .java simulation file assumes .txt test files ONLY consists of valid commands

COPY OF THE SCRIPT.COMMAND FILE:

This was created to simplify the compile/run stage.

javac -d . -cp ".:lib/ToyRobot.jar" src/toyrobot/ToyRobotSim.java

Compiles the toy robot simulation using my library design from the lib directory, into the current directory. if $[\$\#-eq\ 0]$

Shell script is expecting test cases, input as textfiles (see below), as command line arguments.

for i in "\$@"

For loop iterating through the input arguments.

java -cp "lib/ToyRobot.jar" toyrobot.ToyRobotSim testfiles/\$i

Java virtual machine running the simulation using the test files provided. ToyRobotSim.java will read these files and perform tasks depending on the commands given to the robot.

FILE TREE:

FinalZIPDraft/
— JavaDoc
allclasses-frame.html
allclasses-noframe.html
constant-values.html
deprecated-list.html
help-doc.html
index-files
index-1.html
index-2.html
index-3.html
index-4.html
index-5.html
index-6.html
L— index-7.html
index.html
overview-tree.html
package-list
script.js
L— toyrobot
ToyRobot.html
package-frame.html
package-summary.html
package-tree.html
— dist
│ └── ToyRobot.jar
lib
│ └── ToyRobot.jar

\vdash	— script.command
H	— src
	L— toyrobot
	├── ToyRobot.java
	└── ToyRobotSim.java
H	— testfiles
	testcase1.txt
	testcase2.txt
	testcase3.txt
	L—testcase4.txt
L	— tests
	L— toyrobot
	ToyRobotCommandsTest.java
	ToyRobotConstructorTests.java
	├── ToyRobotRESTTest.java
	— ToyRobotSimTest.java
	├── ToyRobotSimTestCase1.java
	— ToyRobotSimTestCase2.java
	— ToyRobotSimTestCase3.java
	— ToyRobotSimTestCase4.java
	└── ToyRobotTest.java

ToyRobotSim.java – toy robot simulation program using the library

ToyRobot.java – java library that reads commands and performs actions.

ToyRobot.html – documentation of my implemented library.

ToyRobot.jar - .jar library file that can be used for distribution/importing into programs.

TEST CASES IN THE TESTFILES FOLDER:

testcase1.txt: Test basic functions.
PLACE 0,0,NORTH

MOVE REPORT

testcase2.txt: Test basic functions.

PLACE 0,0,NORTH

LEFT REPORT

testcase3.txt: Test basic functions.

PLACE 1,2,EAST

MOVE

MOVE

LEFT

MOVE

REPORT

testcase4.txt: Test commands are not registers until a valid PLACE command is recognized.

MOVE
REPORT
PLACE 0,0,SOUTH
LEFT
REPORT