
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.

```
echo "ToyRobot Library Simulation Compiling, by Shaun Chua\n..."
javac -d . -cp "lib/ToyRobot.jar" src/toyrobot/ToyRobotSim.java
if [ $# -eq 0 ]
then
    echo "No arguments provided.\nUsage: sh testscript.sh [filename.txt]
[filename.txt]"
else
    for i in "$@"
    do
        java -cp "lib/ToyRobot.jar" toyrobot.ToyRobotSim testfiles/$i
    done
fi
echo "... \nCompleted."
```

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:

ToyRobot-master/

```
|— 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
|  |  |— index-7.html
|  |— index.html
|  |— overview-tree.html
|  |— package-list
|  |— script.js
|  |— stylesheet.css
|  |— toyrobot
|  |  |— ToyRobot.html
|  |  |— package-frame.html
|  |  |— package-summary.html
|  |  |— package-tree.html
|— README.txt
|— dist
|  |— ToyRobot.jar
|— lib
|  |— ToyRobot.jar
```

```

├── script.command
├── src
│   ├── toyrobot
│   │   ├── ToyRobot.java
│   │   └── ToyRobotSim.java
├── testfiles
│   ├── testcase1.txt
│   ├── testcase2.txt
│   ├── testcase3.txt
│   └── testcase4.txt
└── tests
    ├── 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