World of Robots

Master 1 Génie Physiologique et Informatique

Del 2.4: BlueJ Robot project

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First video:
- creation of the robot1 object from the robot class
- use getName method to look up object name, initialize to null
- use the getXposition method to view the object's X position, initialize to zero
- use the getYposition method to view the object's Y position, initialize to zero
- use setName method to modify object name
- use setXposition method to modify object's X position
- use the setYposition method to modify the object's Y position
- then check modifications with the get... methods described above

Second video:
- creation of the robot object from the robot class
- use getName method to look up object name, initialize to null
- use the getXposition method to view the object's X position, initialize to zero
- use the getYposition method to view the object's Y position, initialize to zero
- use the setName method to modify the object name, try with two characters, error message "robot name must be at least 3 characters long".
- reuse of setName method to modify object name with more than three characters
- use getName method to check modification
- use setXposition method, value initialized to 2,
- reuse of setXposition method, value initialized to 6, "error message "position X must be in range -5 ..+5"".
- use getXposition method to check that value 6 has not been taken into account
- same for Y position

Third vidéo:
- creation of a robot object in the robot class, with initialization of the name and positions, error message because the value is not within the limits.
- When initializing the name, we put in two characters, except that it requires 3 characters, so with the getName method we see that the name has been initialized to "iRobot1".
- When initializing the positions, the values were not within the bounds, so they were set to zero, as seen with the getY/Xposition method.