

World of Robots

Master 1 Génie Physiologique et Informatique

Del 2-2 : Description of the Robot class (Groupwork)



```
document.getElementById(div)...
else if (i==2)
{
  var atpos=inputs[1].indexOf(' ');
  var dotpos=inputs[1].lastIndexOf('.');
  if (atpos<1 || dotpos<atpos+1 || dotpos>inputs.length-1)
  document.getElementById('errball').innerHTML+= "Error: Invalid input" + "  
";
  else
  document.getElementById(div).innerHTML+= "Robot " + i + " is moving" + "  
";
}
else if (i==5)
```

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· Class name: **Robot**

- a. Short description: **A robot with a name and a position x and a position y. The latter can change its name and move in a 2D world made of squares.**

· Class attributes:

1. Attribute name: **Name**

- a. Type: **String**
- b. Short description: **The name of this robot**

2. Attribute name: **xPosition**

- a. Type: **int**
- b. Short description: **The robot's position on the X axis**

3. Attribute name: **yPosition**

- a. Type: **int**
- b. Short description: **The robot's position on the Y axis**

· Class methods:

1. Method name: **getName**

- a. Category: **Getter**
- b. Signature: **public String getName()**
- c. Short description: **Returns the name of the robot**

2. Method name: **setName**

- a. Category: **Setter**
- b. Signature: **public void setNom(String nom)**
- c. Short description: **Change the name of the robot**

3. Method name: **getXPosition**

- a. Category: **Getter**
- b. Signature: **public int getXPosition()**
- c. Short description: **Returns the x position of the robot**

4. Method name: **setXPosition**

- a. Category: **Setter**



- b. Signature: **public void setXPosition(int xPosition)**
 - c. Short description: **Change the x position of the robot**
5. Method name: **getYPosition**
- a. Category: **Getter**
 - b. Signature: **public int getYPosition()**
 - c. Short description: **Returns the y position of the robot**
6. Method name: **setYPosition**
- a. Category: **Setter**
 - b. Signature: **public void setYPosition(int yPosition)**
 - c. Short description: **Change the y position of the robot**