CICLO 1

Miniciclo1:

* crearRutaDeSeda(longitude): void
* crearRobot(): void
* crearTienda():void

Miniciclo2:

* addRobot(): void
* addTienda(): void
* deleteRobot(): void
* deleteTienda():void
* resetRobot(): void
* resetTienda()void

Miniciclo3:

* moverRobot(posiscion): void
* resetRutaDeSeda(): void

Miniciclo4:

* consultProfit(): void
* consultSkilRoad(): void
* makeVisible(): void
* makeInvisible(): void

**Ciclo2**

Miniciclo1:

* addRobot(int location): void
* addShop(int location, int tenges): void
* \_([]days):SilkRoad

Miniciclo2:

Agregar atributos isSteal?

* changeStealColor():void
* changeInitialColor():vooid
* Addd attribute visible

Miniciclo3:

* emptiedStores(): int[]
* profitPerMove():int[]
* stores(): int[][]
* shops(): int [][]