

## Pacman Test Data:

1.

PLACE 0 0 NORTH

MOVE

MOVE

RIGHT

REPORT

Output: 0, 2, 'EAST'

```
MENU:
1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

Choose a number: 1
PLACE the position and direction: 0 0 north

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

Choose a number: 2

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

Choose a number: 2

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

Choose a number: 4

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

Choose a number: 5
Output: 0, 2, 'EAST'
```

2.

PLACE 1 3 EAST

MOVE

MOVE

RIGHT

MOVE

REPORT

Output: 3, 2, 'SOUTH'

```
Choose a number: 1
PLACE the position and direction: 1 3 east
```

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

```
Choose a number: 2
```

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

```
Choose a number: 2
```

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

```
Choose a number: 4
```

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

```
Choose a number: 2
```

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

```
Choose a number: 5
Output: 3, 2, 'SOUTH'
```

3.

PLACE 2 2 SOUTH

MOVE

MOVE

LEFT

MOVE

REPORT

Output: 3, 0, 'EAST'

MENU:

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

Choose a number: 1

PLACE the position and direction: 2 2 south

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

Choose a number: 2

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

Choose a number: 2

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

Choose a number: 3

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

Choose a number: 2

1. PLACE: place a Pacman on grid
2. MOVE: move the Pacman
3. LEFT: turn the Pacman Left
4. RIGHT: turn the Pacman right
5. REPORT: show the position of Pacman
6. HELP
7. EXIT

Choose a number: 5

Output: 3, 0, 'EAST'