Team document

Mark Niño Bejosano | April 21, 2023 Controls Robot - board: Board& - _controls: ControlMap - _id: int - robot: Robot& robot-- position: std::unique_ptr<RobotLoc> + operation1(params):returnType + Controls(Robots&, Boards&) - operation2(params) + ~Controls() __controls_ - operation3() ControlMap + getControls(): ControlMap + parseInputControls(string): bool + registerValidControls(): void board RobotLoc **Board** - direction: Direction Direction direction— - _location: Location + ~Board NORTH + isCoordinateWithinBounds(Location&): bool SOUTH + RobotLoc(Location&, Direction) EAST + ~RobotLoc WEST + getCoordinate(): Location& {} + setCoordinate(Location&): void + getDirection(): Direction {} + setDirection(Direction): void MainBoard _location - _length: unsigned int - _width: unsigned int Location + MainBoard(unsigned int, unsigned int) + ~MainBoard() - _x_axis: int + getLength(): unsigned int - _y_axis: int + getWidth(): unsigned int + isCoordinateWithinBounds(Location&): bool + Locatiion(int, int) + ~Location() + getX() : int{} + getY(): int{} + operator == (Location&): bool + toString(): string