

Summary: KnightMover Java Program

This Java program, KnightMover, simulates the movement of a knight on a game board based on a series of commands retrieved from remote URLs.

--- Program Behavior ---

1. Fetches the board configuration from a given JSON URL.
2. Fetches a list of commands from another JSON URL.
3. Processes commands including:
 - START x,y,direction: Initializes the knight's position and facing direction.
 - MOVE n: Moves the knight 'n' steps in the current direction, unless an obstacle or board boundary is encountered.
 - ROTATE direction: Changes the direction the knight is facing.
4. Detects edge conditions such as moving outside the board or into obstacles.
5. Outputs the final position and status of the knight as JSON to the terminal.

--- Terminal Output ---

- The final result is printed using:

```
System.out.println(gson.toJson(result));
```
- If an exception occurs, an error result and the stack trace are printed.

--- How to Run the Program ---

1. Ensure Java 11+ is installed (for HttpClient).
2. Add Gson library to the classpath.
3. Compile: `javac KnightMover.java`
4. Run: `java KnightMover`

5. View the output JSON in the terminal.