```
self.position = 'A'
def display(self):
    print("\nCurrent position:", self.position)
        room_symbol = 'X' if room == self.position else ' '
    print(" [A] [B]")
    print("")
def clean(self):
    if self.rooms[self.position] == 'dirty':
def move(self):
    room order = list(self.rooms.keys())
    current index = room order.index(self.position)
    self.position = room_order[(current_index + 1) % len(room_order)]
    print(f"Moved to room {self.position}.")
        self.display()
        action = input("Enter 'C' to clean or 'M' to move: ").strip().upper()
            self.move()
```

```
Current position: A [X] Room A: dirty [ ] Room B: dirty [ ] Room C: dirty
[ ] Room D: dirty
Room Layout:
   [A] [B]
   [Cj
          [D]
Enter 'C' to clean or 'M' to move: C
Cleaning room A...
Current position: A [X] Room A: clean
[ ] Room B: dirty
[ ] Room C: dirty
[ ] Room D: dirty
Room Layout:
   [A] [B]
   [C]
          [D]
Enter 'C' to clean or 'M' to move: M
Moved to room B.
Current position: B
[ ] Room A: clean
[X] Room B: dirty
[ ] Room C: dirty
[ ] Room D: dirty
Room Layout:
   [A] [B]
   [Cj
          [D]
Enter 'C' to clean or 'M' to move: C
Cleaning room B...
```

```
Current position: B
[ ] Room A: clean [X] Room B: clean
[ ] Room C: dirty
[ ] Room D: dirty
Room Layout:
   [A]
          [B]
   [C]
          [D]
Enter 'C' to clean or 'M' to move: M
Moved to room C.
Current position: C
[ ] Room A: clean
[ ] Room B: clean
[X] Room C: dirty
[ ] Room D: dirty
Room Layout:
   [A]
          [B]
   ſĊİ
          İΦΊ
Enter 'C' to clean or 'M' to move: C
Cleaning room C...
Current position: C
[ ] Room A: clean
[ ] Room B: clean
[X] Room C: clean
[ ] Room D: dirty
Room Layout:
   [A] [B]
          [D]
Enter 'C' to clean or 'M' to move: M
Moved to room D.
```