

## Mouse

- + Mouse()
- + Mouse()
- + getX()
- + getY()
- + rotateLeft()
- + rotateRight()
- + rotateToDirection()
- + turnBack()
- + getDirection()
- + moveForward()
- + visitTile()
- + getVisitedTiles()
- + canMove()
- + getNumberOfMoves()
- + startPosition()