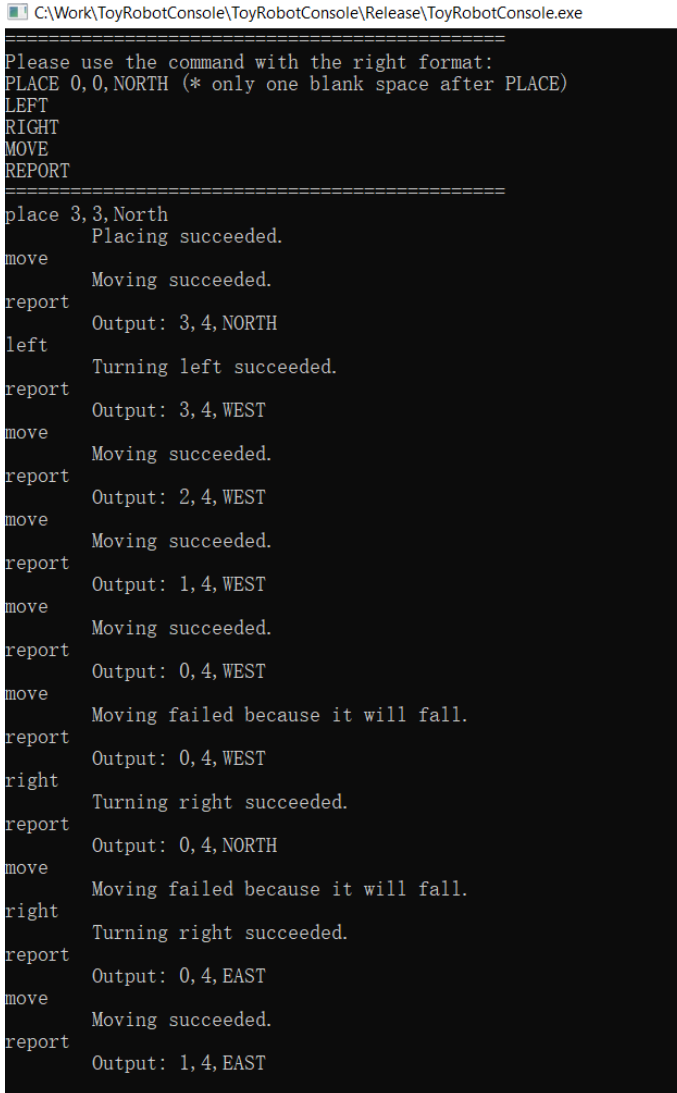


ToyRobotConsole

How to run the application ToyRobotConsole?

Go to the directory ToyRobotConsole\Release or ToyRobotConsole\Debug to find ToyRobotConsole.exe and run it.



```
C:\Work\ToyRobotConsole\ToyRobotConsole\Release\ToyRobotConsole.exe
=====
Please use the command with the right format:
PLACE 0,0,NORTH (* only one blank space after PLACE)
LEFT
RIGHT
MOVE
REPORT
=====
place 3,3, North
      Placing succeeded.
move
      Moving succeeded.
report
      Output: 3,4,NORTH
left
      Turning left succeeded.
report
      Output: 3,4, WEST
move
      Moving succeeded.
report
      Output: 2,4, WEST
move
      Moving succeeded.
report
      Output: 1,4, WEST
move
      Moving succeeded.
report
      Output: 0,4, WEST
move
      Moving failed because it will fall.
report
      Output: 0,4, WEST
right
      Turning right succeeded.
report
      Output: 0,4, NORTH
move
      Moving failed because it will fall.
right
      Turning right succeeded.
report
      Output: 0,4, EAST
move
      Moving succeeded.
report
      Output: 1,4, EAST
```

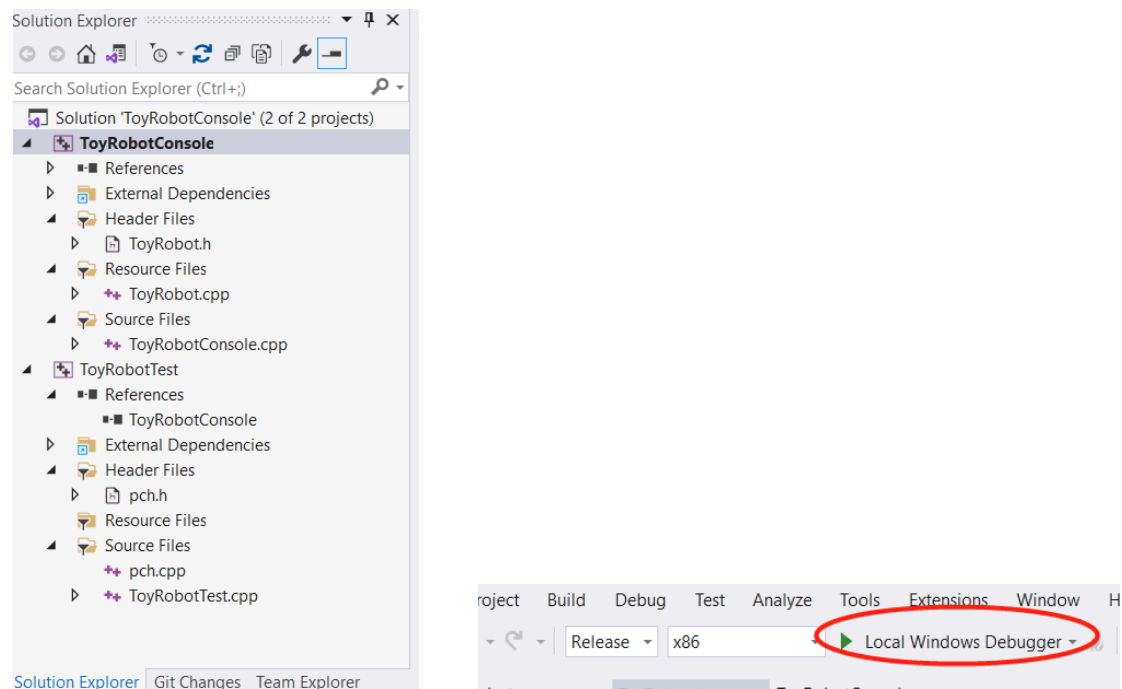
How to build the project ToyRobotConsole?

Open ToyRobotConsole.sln with Visual Studio 2019.

ToyRobot.cpp / ToyRobot.h contains all the class for this project.

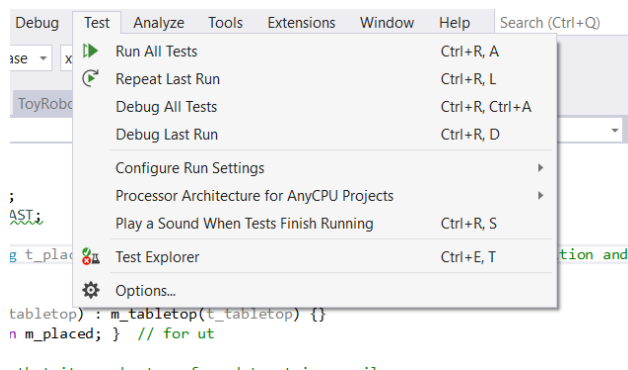
ToyRobotTest is the UT program for ToyRobot and all cases are in ToyRobotTest.cpp.

Click 'Local Windows Debugger' to run the application.

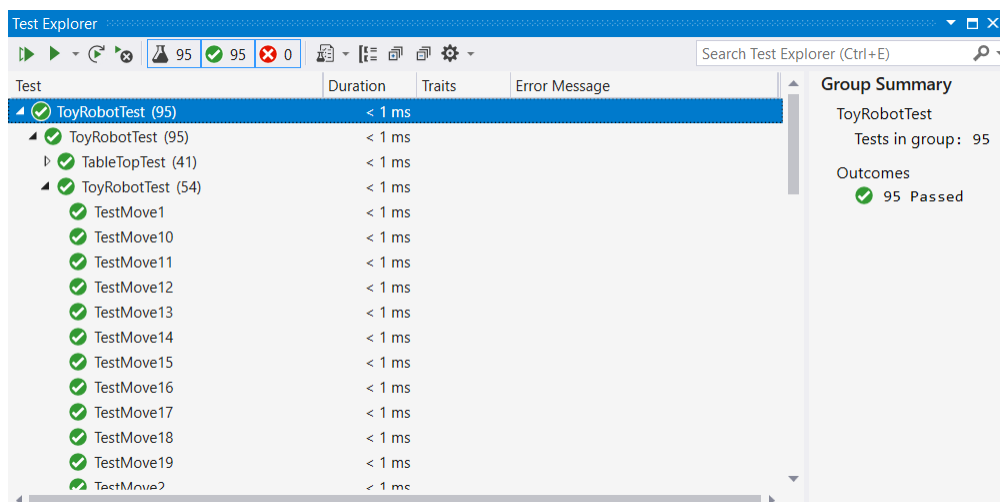


#How to run UT?

Go to Test – Run All Tests in Visual Studio to run All UT cases.



95 UT cases passed:



#Why doesn't UT work?

Entire Solution				Build • IntelliSense		Search Error List	
	Code	Description	Project	File	Line	Suppression State	
		unresolved external symbol "public: enum CmdStatus __cdecl ToyRobot::Place(int,int,enum Face)" (?) Place@ToyRobot@@QEAA7AW4CmdStatus@@HHW4Face@@@Z) referenced in function "public: void __cdecl ToyRobotTest::ToyRobotTest::TestMove10(void)" (?)TestMove10@ToyRobotTest@1@QEAAXXZ)	ToyRobotTest	ToyRobotTest.obj	1		
		unresolved external symbol "public: enum CmdStatus __cdecl ToyRobot::Move(void)" (?) Move@ToyRobot@@QEAA7AW4CmdStatus@@XZ) referenced in function "public: void __cdecl ToyRobotTest::ToyRobotTest::TestMove11(void)" (?)TestMove11@ToyRobotTest@1@QEAAXXZ)	ToyRobotTest	ToyRobotTest.obj	1		
		unresolved external symbol "public: enum CmdStatus __cdecl ToyRobot::Right(void)" (?) Right@ToyRobot@@QEAA7AW4CmdStatus@@XZ) referenced in function "public: void __cdecl ToyRobotTest::ToyRobotTest::TestMove1(void)" (?)TestMove1@ToyRobotTest@1@QEAAXXZ)	ToyRobotTest	ToyRobotTest.obj	1		
		unresolved external symbol "public: enum CmdStatus __cdecl ToyRobot::Left(void)" (?)Left@ToyRobot@@QEAA7AW4CmdStatus@@XZ) referenced in function "public: void __cdecl ToyRobotTest::ToyRobotTest::TestMove2(void)" (?)TestMove2@ToyRobotTest@1@QEAAXXZ)	ToyRobotTest	ToyRobotTest.obj	1		
		unresolved external symbol "public: class std::basic_string<char,struct std::char_traits<char>,class std::allocator<char> > __cdecl ToyRobot::Report(void)" (?)Report@ToyRobot@@QEAA7AV?Sbasic_string@DU?Schar_traits@D@std@@V?Sallocator@D@2@@std@@XZ) referenced in function "public: void __cdecl ToyRobotTest::ToyRobotTest::TestNotPlaced4(void)" (?)TestNotPlaced4@ToyRobotTest@1@QEAAXXZ)	ToyRobotTest	ToyRobotTest.obj	1		
		unresolved external symbol "public: class std::basic_string<char,struct std::char_traits<char>,class std::allocator<char> > __cdecl ToyRobot::GetInstruction(void)" (?)GetInstruction@ToyRobot@@QEAA7AV?Sbasic_string@DU?Schar_traits@D@std@@V?Sallocator@D@2@@std@@XZ) referenced in function "public: void __cdecl ToyRobotTest::ToyRobotTest::TestParsePlace10(void)" (?)TestParsePlace10@ToyRobotTest@1@QEAAXXZ)	ToyRobotTest	ToyRobotTest.obj	1		
		unresolved external symbol "public: class std::basic_string<char,struct std::char_traits<char>,class std::allocator<char> > __cdecl ToyRobot::Execute(class std::basic_string<char,struct std::char_traits<char>,class std::allocator<char> >)" (?)Execute@ToyRobot@@QEAA7AV?Sbasic_string@DU?Schar_traits@D@std@@V?Sallocator@D@2@@std@@V23@@Z) referenced in function "public: void __cdecl ToyRobotTest::ToyRobotTest::TestParsePlace10(void)" (?)TestParsePlace10@ToyRobotTest@1@QEAAXXZ)	ToyRobotTest	ToyRobotTest.obj	1		
		7 unresolved externals	ToyRobotTest	ToyRobotTest.dll	1		

Please refer to:

<https://docs.microsoft.com/en-us/visualstudio/test/writing-unit-tests-for-c-cpp?view=vs-2022>

If the test code doesn't export the functions that you want to test, add the output .obj or .lib files to the dependencies of the test project. For more information, see [To link the tests to the object or library files](#).