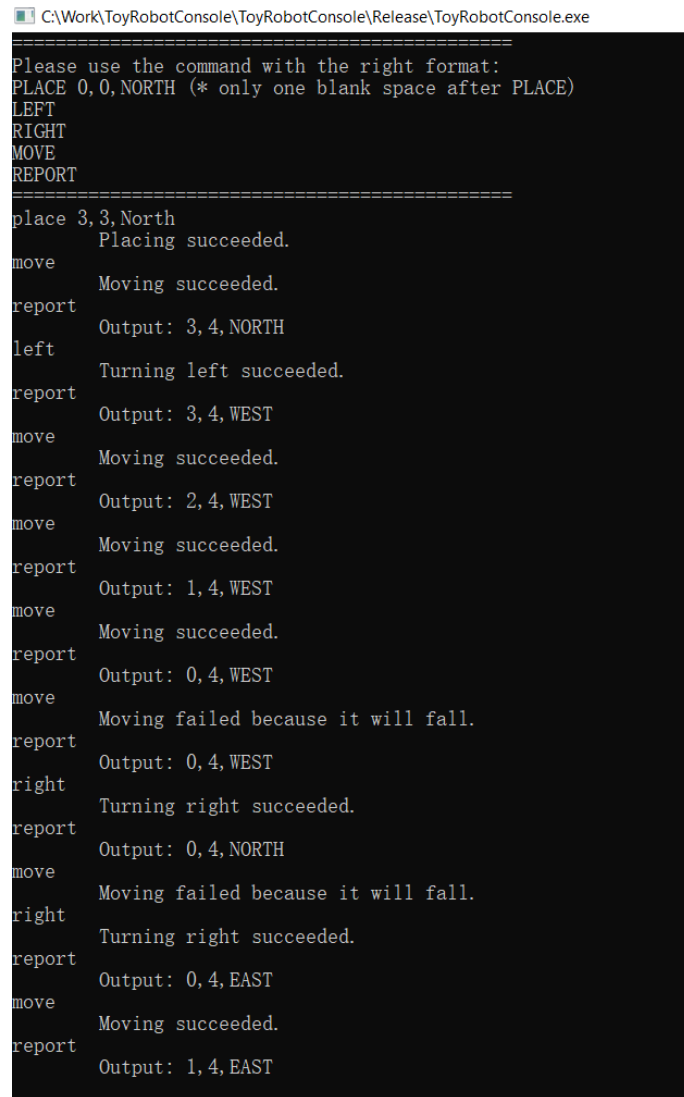


# ToyRobotConsole

## # 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
```

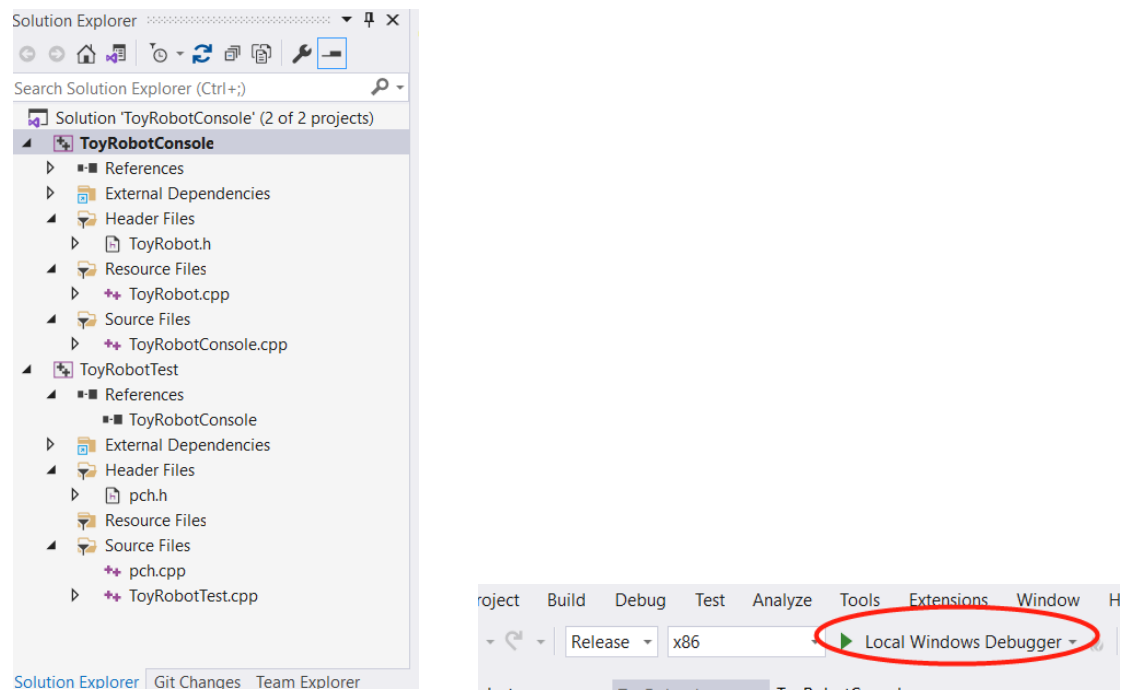
## # How to build the project ToyRobotConsole?

Open ToyRobotConsole.sln with Visual Studio 2019.

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

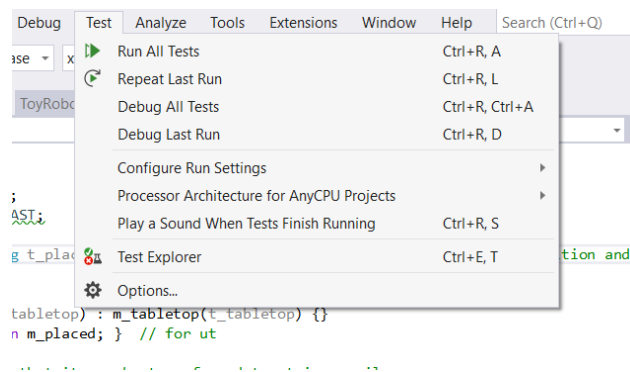
ToyRobotTest is the UT program for ToyRobot and all cases are in ToyRobotTest.cpp.

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:

