ToyRobotConsole

**# How to run the application ToyRobotConsole?**

- Go to the directory \ToyRobotConsole-main\Release or \ToyRobotConsole-main\Debug to find ToyRobotConsole.exe for x86 and run it.
- Go to the directory \ToyRobotConsole-main\x64\Release or \ToyRobotConsole-main\x64\Debug to find ToyRobotConsole.exe for x64 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
```
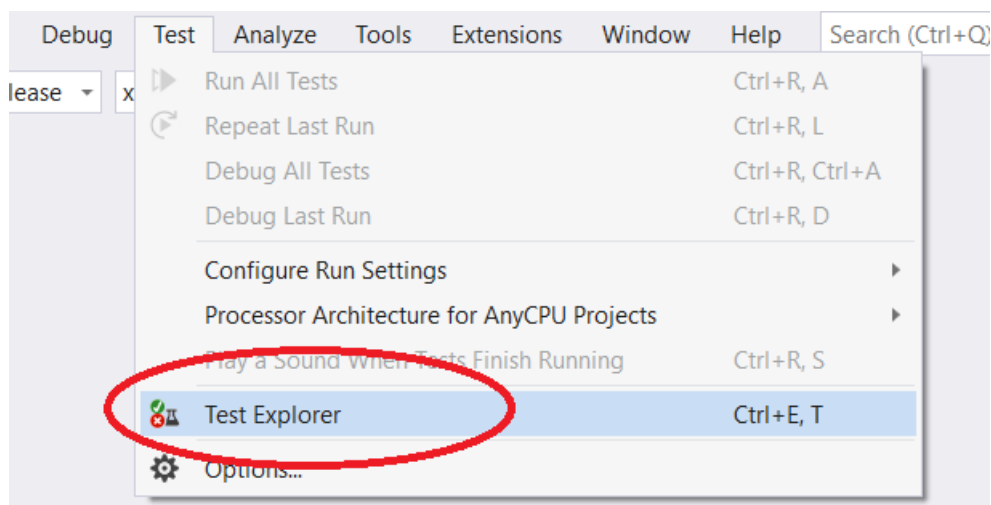
How to build the project ToyRobotConsole?

- Open \ToyRobotConsole-main\ToyRobotConsole\ToyRobotConsole.sln with Visual Studio 2019.
- The core class exists in ToyRobot.cpp / ToyRobot.h.
- ToyRobotTest is the UT program for ToyRobot and all cases are in ToyRobotTest.cpp.
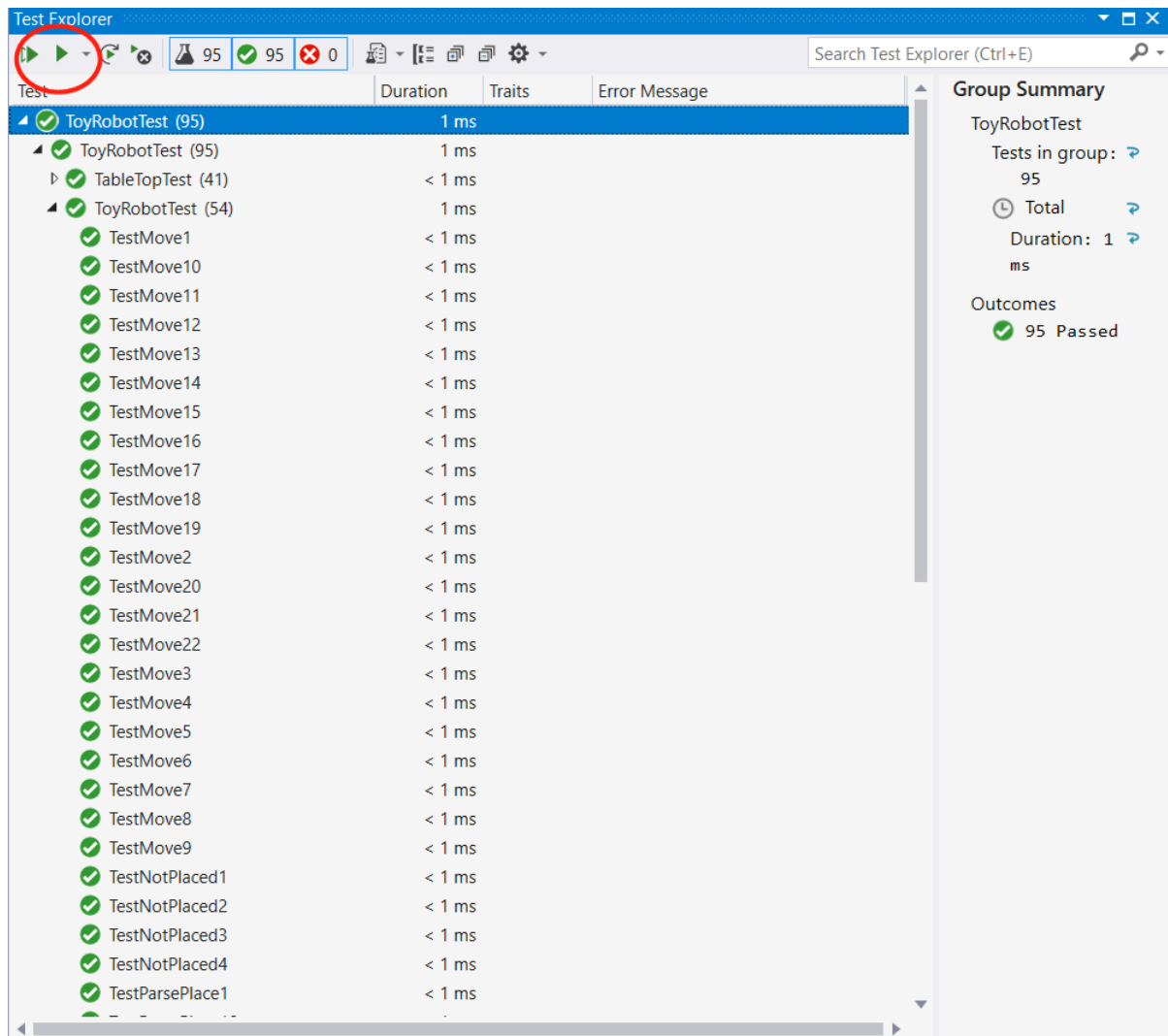- Click 'Local Windows Debugger' to run the application.
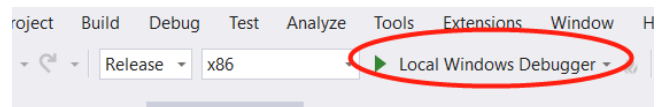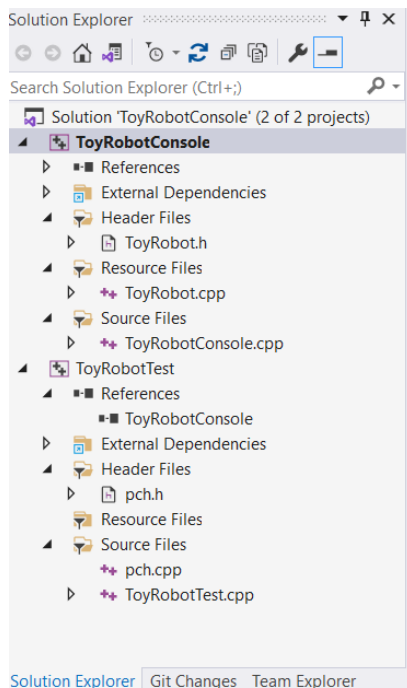
#How to run UT?

- Go to Test – Test Explorer in Visual Studio to open Test Explorer.

- Click the button to run all test cases.
- All 95 test cases passed.

#If UT program does not work because of link error

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.