

Robot Name in Scala

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Robot Name

Write a program that manages robot factory settings.

When robots come off the factory floor, they have no name.

The first time you boot them up, a random name is generated, such as RX837 or BC811.

Every once in a while we need to reset a robot to its factory settings, which means that their name gets wiped. The next time you ask, it will respond with a new name.

Random names means a risk of collisions. In some exercism language tracks there are tests to ensure that the same name is never used twice.

The Scala exercises assume an SBT project scheme. The exercise solution source should be placed within the exercise directory/src/main/scala. The exercise unit tests can be found within the exercise directory/src/test/scala.

To run the tests simply run the command `sbt test` in the exercise directory.

For more detailed info about the Scala track see the help page (<http://help.exercism.io/getting-started-with-scala.html>).

Source


A debugging session with Paul Blackwell at gSchool. view source (<http://gschool.it>)



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