

Programmer Manual

Class Direction

1. Problem Description
A Direction object represents the current direction of a Turtle object
2. Class Direction
The Direction object consists of a character representing the current direction the turtle is facing. The default direction is east.

Private data members:

char dir the current direction

Public member functions:

Direction()	Constructor for a Direction object
changeDir	changes the current direction
getDir	returns the current direction

3. High Level Program Solution
Direction()
Sets the direction to 'e' as a default direction

changeDir()

IN: newDir the direction to change to

If the new direction is the same as the current direction, just return
Otherwise, set the current direction to the new direction

getDir()

Returns the current direction