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Report

For the Project I created 4 classes. Point class represents the location of the robot. It has x, y coordinates of the robot, and it has its get and set methods. Robot class has 2 variables which are point and direction. Point represents the location of the robot, and direction is the direction of the robot facing. It has the necessary methods like turnleft and turnright methods which were stated in the homework description. GridRobot class is inherited from Robot Class. It has additional variables like robot's name, gridweight and gridheight. This gridweight and gridheight variables are used for checking the boundaries of the game table so that the robot can't go out of them. Also GridRobot class overrided Robot Class' move method so that GridRobot only moves inside the grid. If it moves outside it gives a warning. The last is graphic class. Graphic class extends the JFrame class and all the gui is in this class. It creates the buttons, labels etc. and it has actionListeners for buttons. Also I added canMove method so it prints to the label that if robot moved successfully or not. So in the gui, the robot can turn left or turn right or move just like it is expected from the homework description. I also added additional comments to the code for the reader to understand.





