## Universidad del Valle de Guatemala

Programación Orientada a Objetos Samuel Chávez



URL: <a href="https://github.com/gusmendez99/rurple-console-java/">https://github.com/gusmendez99/rurple-console-java/</a>





```
+ Map
⊕fields -
+ fin... <u>MOVE</u>: String
+ fin... <u>ROTA...</u>: String
+ fin... PICK: String
  width:int
  hei... : int
 robot:Robot
 walls:List<Wa..
  pileCoi... :List<PileCoi..
⊕constructors -
+ Map()
+ getWi... ():int
+ setWidth(width:int):void
+ getHei... ():int
+ setHeight(heig... int):void
  getRo... ():Robot
+ setRobot (robot:Robot):void
+ getWalls():List<Wa...
+ addW... (wall: Wall):void
+ getPileCo... ():List<PileCoi..
+ addPileCo... (pileCo... PileC... ):void
+ hasRobotPickAllCo... ():boole...
 placeInstruct... (instructi... String):boole...
  canRobotM... ():boole...
  canRobotPickCo... ():boole..
  isValidInstruct... (li... String):boole...
getPileCoinsInPosit... (row:int, colu... int):PileC...
  isRobotInPositi... (row:int, colu... int):boole...
  isWallInPositi... (row:int, colu... int):boole...
   toStri... ():String
```

```
+ Robot
-fields
+ fin... LOOKING_UP:int
+ fin... LOOKING_RIG... : int
+ fin... LOOKING_DOWN : int
+ fin... LOOKING_LE... : int
 positi...:int[]
  carryCoins : int
  directi...:int
-constructors -
+ Robot(row:int, colu... int, directi... int)
methods -
+ getPositi... ():int[]
+ getRow():int
+ setRow(row:int):void
+ getColu... ():int
+ setColu... (colu... int):void
+ getCarryCoins():int
+ incrementCarryCo... (coins: int):void
+ getDirecti... ():int
+ rotate():void
+ move():void
+ toStri... ():String
```