1. Robot
   1. Constructor
      1. Int x
      2. int y
      3. float rid
      4. float cpid
      5. string Item
      6. Boolean gotItem
      7. Double charge
      8. Boolean crashed
      9. ChargingPod chargingPod
   2. Accessor methods
      1. getX()
         1. returns x
      2. getY()
         1. returns y
      3. getCrashed()
         1. return crashed
      4. getItem()
         1. return item
      5. carrying
         1. return gotItem
      6. getCP()
         1. return chargingPod
   3. Methods
      1. Move (string)
         1. If string = l
            1. x = x-1
         2. if string = r
            1. x = x+1
         3. if string = u
            1. y = y-1
         4. if string = d
            1. y = y+1
      2. pickup(itemName)
         1. item = itemName
         2. gotItem = true
      3. drop()
         1. item = “”
         2. gotItem = false