Main	
+static List <point> executeCommands(Rover rover, String</point>	commands, int maxX, int maxY)
Rover	Panel
+ int[] position	-int maxX, maxY
+ enum Direction {NORTH, EAST, SOUTH, WEST}	-int List <point> path</point>
+ enum Turn {LEFT, RIGHT}	+PlateauPanel(int maxX, int maxY)
+ Direction directionfacing	-void Component(Graphics g)
+ void turn(int x, int y, Direction direction)	+void setBounds(int maxX, int maxY)
+ void move()	
+ Rover(int x, int y, Direction direction)	
+ boolean canMove()	
+String toString()	
+Direction getDirection()	
+public int getX()	

+public int getY()