

Robot

### Project directory

```
Robot
|
|__app
|   |
|   |__command.rb (Command class)
|   |__main.rb (start application)
|   |__position.rb (Position class)
|   |__robot.rb (Robot class)
|   |__table.rb (Table class)
|
|__test
|   |
|   |__testCommand.rb
|   |__testRobot.rb
```

### How to run the application.

```
1 cd <your directory>/Robot/app
2 ruby main.rb
```

Please name the Robot — — — — — (Give a name to the Robot, e.g. Kevin)  
Please input command to move Robot <Robot name> (Type 'q' to quit the application)

To enter the command to move the Robot e.g place,2,2,north

If the command entered is not valid, the application will prompt as “The command you entered is not valid”

If the command is ignored, the application will prompt the reason why the command is ignored e.g. “Robot Kevin fail to executed command move because over south boundary”

To quit the application just type 'q'

By default the table size is set as 5x5

### How to run the test case.

```
1 cd <your directory>/Robot/test
2 To run the test case for Command class — ruby testCommand.rb -v
— 9 test cases
3 To run the test case for Robot class - ruby testRobot.rb -v
```

— 26 test cases