

Mars Rover : program to move rovers around the surface of Mars!

a square/rectangular grid

//make a grid of size input by the user, can it be 2 dimension array?

//try to get horizontal and vertical lines just like grid , so that it will be easier to find and locate coordinate

// what about direction?

Rover's Position

00N - can this be default setting?

To move a Rover around the Plateau, a string of letters is sent to a Rover.

// can be inputted using scanner class

//we need a rover class which can move and change direction

(x,y)

//North	//South	//East	//west
(x,y+1)	(x,y-1)	(x+1,y)	(x-1,y)

Can above be methods which change coordinates to show movements?

Inputs :

1 2 N. —current position

LMLMLMLMM. — need to find what's left to north ,its west so x coordinate should be 1 less than before for every move.

Position (face)	left.	Right
North.	West. (x-1, y)	East. (x+1 ,y)

South	East(x+1 ,y)	West (x-1 ,y)
East	North (x ,y+1)	South (x ,y-1)
West	South (x ,y-1)	North (x ,y+1)

Still , need to think about classes , their attributes and methods.
Oh no , TDD ,need to think about test cases first.

Output

For each Rover, the output represents its final position (final coordinates and where it is facing).

2 rovers, its only objects of Rover class can be called using main method one after another with initial position and instructions to move