



KOTLIN OOP BASICS

Training Assignment

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RECORD OF CHANGES

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Day 3. KOTLIN OOP BASICS

Write a robot simulator.

A robot factory's test facility needs a program to verify robot movements.

The robots have three possible movements:

turn right

turn left

advance

Robots are placed on a hypothetical infinite grid, facing a particular direction (north, east, south, or west) at a set of {x,y} coordinates, e.g., {3,8}, with coordinates increasing to the north and east.

The robot then receives a number of instructions, at which point the testing facility verifies the robot's new position, and in which direction it is pointing.

The letter-string "RAALAL" means:

Turn right

Advance twice

Turn left

Advance once

Turn left yet again

Say a robot starts at {7, 3} facing north. Then running this stream of instructions should leave it at {9, 4} facing west.

