

Ankit Aggarwal (/dashboard)

Courseware (/courses/MITx/6.00x/2012\_Fall/courseware) C

Course Info (/courses/MITx/6.00x/2012\_Fall/info)

Textbook (/courses/MITx/6.00x/2012\_Fall/book/0/)

Discussion (/courses/MITx/6.00x/2012\_Fall/discussion/forum)

Wiki (/courses/MITx/6.00x/2012\_Fall/course\_wiki)

Progress (/courses/MITx/6.00x/2012\_Fall/progress)

## PROBLEM 4: THE RANDOMWALKROBOT CLASS: 15.0 POINTS

iRobot is testing out a new robot design. The proposed new robots differ in that they change direction randomly **after every time step**, rather than just when they run into walls. You have been asked to design a simulation to determine what effect, if any, this change has on room cleaning times.

Write a new class [RandomWalkRobot] that inherits from [Robot] (like [StandardRobot]) but implements the new movement strategy. [RandomWalkRobot] should have the same interface as [StandardRobot].

**Test** out your new class. Perform a single trial with the new <code>RandomWalkRobot</code> implementation and watch the visualization to make sure it is doing the right thing. Once you are satisfied, you can call <code>runSimulation</code> again, passing <code>RandomWalkRobot</code> instead of <code>StandardRobot</code>.

## GRADER IS CURRENTLY DOWN; IT WILL BE AVAILABLE SOON!

In the meantime, you can work on implementing this problem on your own machine.

eck Save	
Show Discussion	New Post
Show Discussion	New 1632

Find Courses (/courses) About (/about) Blog (http://blog.edx.org/) Jobs (/jobs) Contact (/contact)



(http://www.facebook.com/EdxOnline) (https://twitter.com/edXOnline)

terms of service (/tos) privacy policy (/privacy) honor code (/honor) help (/help)