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## PROBLEM 1: THE ROBOT CLASS : 10.0 POINTS

For the `Robot` class, decide what fields you will use and decide how the following operations are to be performed:

- Initializing the object
- Accessing the robot's position
- Accessing the robot's direction
- Setting the robot's position
- Setting the robot's direction

Complete the `Robot` class by implementing its methods in `ps7.py`.

Although this problem has many parts, it should not take long once you have chosen how you wish to represent your data. For reasonable representations, a majority of the methods will require only one line of code.)

### Note:

The `Robot` class is an abstract class, which means that we will never make an instance of it. You've actually seen an abstract class already - the `Trigger` class from Problem Set 6!

In the final implementation of `Robot`, not all methods will be implemented. Not to worry -- its subclass(es) will implement the method `updatePositionAndClean()` (this is similar to the `evaluate` method of the `Trigger` class of PS6).

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

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

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