

The Simulator is executed by the Main class of our program and utilizes a helper class called Robot, to separate "robotic" logic and the execution flow. A Simulator uses a list of Robots, and a 2-D array of Scores within its execute method, but not as class members. A Simulator object has a list of AbstractAlgorithms and a list of Houses, on which it is executed and by which it is defined, whereas the Robots act as "execution proxies"

