Thank you for sending this application, it was very interesting to solve.

I have also updated the Wiki page in Github for some high-level instruction to run the application.

I will be happy to discuss the code in greater details however I thought of sharing some design decision for the application and some other notes.

* As per the instruction the application should not prevent user from entering the wrong input or prevent them from specifying any other first command than **PLACE**. Hence it is designed to allow the same and no Exception is being thrown if wrong input is provided.

In some case (especially in Client) an error message is being displayed.

* Since, the input value can be at most 4 , the application is using the smallest data type possible i.e. byte. Yes, there has been some extra parsing here and there and we need to caste it back like when we add 2 bytes it internally convert them to int and so on.

However I believe we will gain some performance in memory plus we get some check out of box like we do not need to compare if Number is between 0 to 4. Since byte can only be from 0 to 255 ( if parse is successful ).

* For running client instead of entering the full text the corresponding number can be selected like 2 for MOVE. Since PLACE commands needs additional parameter only those parameter needs to be entered like 0,0,NORTH instead of PLACE 0,0,NORTH.
* The Robot is being referred as a ROBO, hence it is not a type but intentional.
* Simple Depending Injection is used for decoupling the layers. Since not much Error handling is required Logging is not enabled in the application. However same can be implemented using existing DI configuration if required.

Kind Regards,

Kumar Shantanu