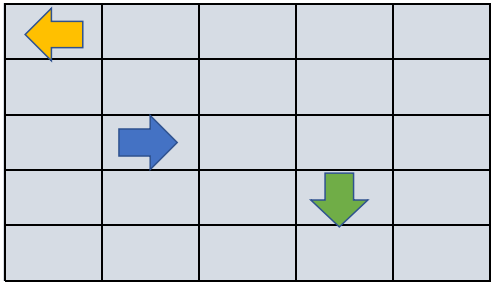
**Fig. 1** Example with three Rovers; Mars surface
We will need to support *n* Rovers of different, unknown types in future, with various instrumentation



**Assumptions**

**1. Each Rover will need its own identifier.**

**2. This cannot be a stateless system, because:**

2.2 Rovers must know where other Rovers are;
2.3 Rovers must re-use their last locations as input parameters

3. **Mars is a simple, risk-free place for now:**

3.1 No sophisticated errorr-throwing (No water! No aliens! No gradients! A thermostable environment! Parts that never fail!)

**Fig. 2** movement permutations and logic for x and y.
x and y are initial and end point horizontal and vertical coordinate points.
This is also the basis for movement logic unit tests.

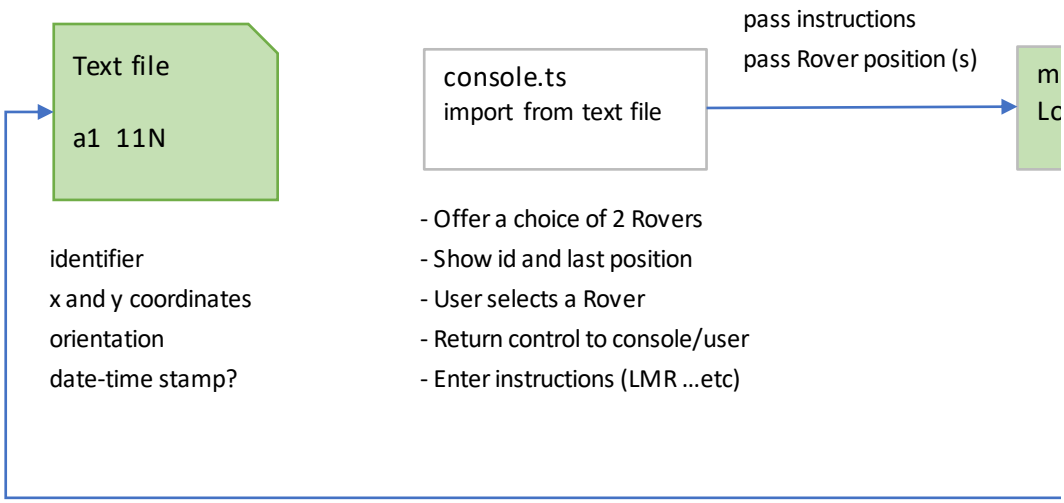
| | | | |
|---|---|---|---|
| x, y, N | x, y, N | x, y, N | **Initial coordinate point** |
| L | R | M | Movement instruction |
| x, y, E | x, y, W | x, y + 1, N | End point |
| x, y, S | x, y, S | x, y, S | **Initial coordinate point** |
| L | R | M | Movement instruction |
| x, y, W | x, y, E | x, y - 1, S | End point |
| x, y, E | x, y, E | x, y, E | **Initial coordinate point** |
| L | R | M | Movement instruction |
| x, y , S | x, y, N | x - 1, y, E | End point |
| x, y, W | x, y, W | x, y, W | **Initial coordinate point** |
| L | R | M | Movement instruction |
| x, y, N | x, y, S | x + 1, y, W | End point |

**If instruction === M:**
Re-set y or x according to initial orientation N, S, E or W
if N: y = y +1, if S: y = y - 1, if E: x = x - 1, if W: x = x + 1

**If instruction === L:**
Re-set orientation from initial orientation
if N: orientation = E, if S: orientation = W, if E: orientation = S, if W: orientation = N

**If instruction === R:**
Re-set orientation from initial orientation

Goal for minimum scope is reading an original position and instructions from a




## Data structures:

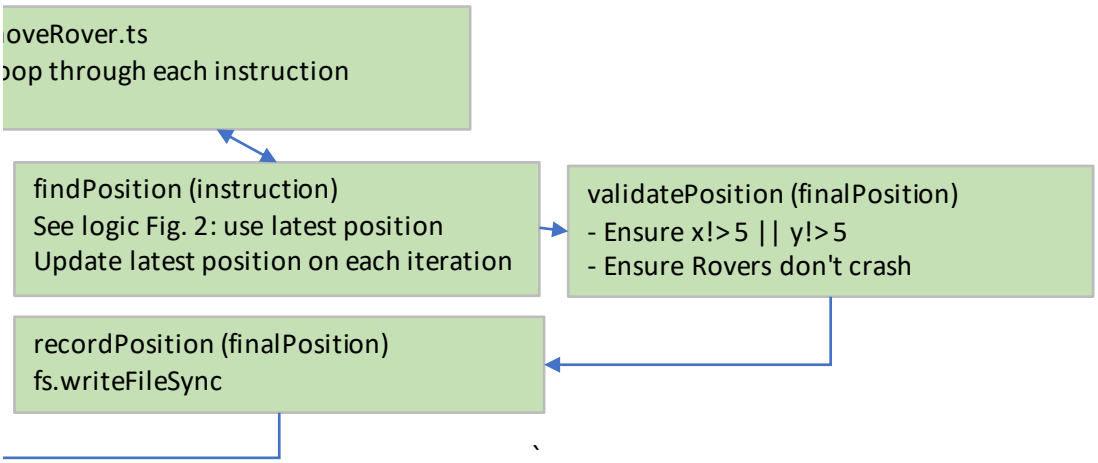
```
const instructions = [
'L',
'R',
'M'
]
as const;
```

```
class Rover {
id: Roverid = validID[0];
//can have other properties in future:
instrumentation, Rover type,
};
```

```
interface posi
  orientatior
x: number
y: number
lastUpdatec
```

Instructions will be fed in as string but parsed to array

text file and writing out the result again to the file.




```
tion {
: string //or could be a custom Type (N, S ...)


d: Date //can I use a Date object?
```