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You are working in an Engineering Squad for the Melody Mars Mission, tasked with designing software to manage robots and cool vehicles for space exploration!

# Your Task

## **Setting the Scene**

You have been asked to create a program to move rovers around the surface of Mars!



The surface of Mars is represented by a Plateau, you can make the assumption that the Plateau is a square/rectangular grid for the purpose of this task.

Rovers navigate the Plateau so they can use their special cameras 📷 and robot arms



## Representation of a Rover's Position on the Plateau

The Plateau is divided into a grid. A Rover's position is represented by x and y co-ordinates and the letters N, S, W, E to represent North, South, West, East (the four cardinal compass points) respectively.

#### Example

0 0 N

This means the Rover is at the bottom-left corner facing in the North direction.

**N.B.** Assume that the square directly North from (x, y) is (x, y+1), and the square directly East from (x, y) is (x + 1, y)

## Instructing a Rover to Move Around the Plateau

■ To move a Rover around the Plateau, a string of letters is sent to a Rover.

Here are the letters and their resultant action:

Letter	Action
L	Spins the Rover 90 degrees <i>Left</i> without moving from the current coordinate point
R	Spins the Rover 90 degrees <i>Right</i> without moving from the current coordinate point
M	Moves the Rover forward by one grid point, maintaining the same heading/orientation

**N.B.** Assume that the square directly North from (x, y) is (x, y+1).

## Inputs into the Program

#### First Line of Input to the Program

The first line inputted into the program represents the upper-right coordinates of the Plateau.

5 5

This Plateau has maximum (x, y) co-ordinates of (5, 5).

**N.B.** Assume that the lower-left coordinate is (0, 0).

#### Subsequent Lines of Input into the Program - Input to Rovers

This represents the instructions to move the rovers.

Each rover receives two lines of input.

#### First Line of Input to a Rover

The Rover's position is represented by two integers representing the X and Y coordinates and a letter representing where the Rover is facing (its orientation).

12N

## Second Line of Input to a Rover

A string of letters representing the instructions to move the Rover around the Plateau.

#### **Movement Rules**

Rovers move sequentially, this means that the first Rover needs to finish moving first before the next one can move.

### Output

For each Rover, the output represents its final position (final coordinates and where it is facing).

# **Example Test Case**

Lines of Input to the Program:
5 5
1 2 N
LMLMLMMM
3 3 E
MMRMMRMRM
Expected Output:
13N
5 1 E

# Your Solution

- Think about what features you can add to turn this into a proper "mini-application" rather than a simple input-output to a function.
- Feel free to implement an approach that you feel comfortable with to receive input into your program e.g. feeding input values into unit tests; input via a console application; supplying input via a file etc.

- - Is your code readable?
  - Have you split your code into a sensible/neat folder/file structure?
  - Separation of concerns is your UI code entwined with your Mars
     Rover logic? If so, how could you separate them out?

## Top Tips

- Sketch / plan out your ideas first.
- Think about which features you must include, and which you'd like to include if you have time.
- Imagine you're working on a team of developers on a growing project what would your colleagues expect to see from you as you design and implement this codebase?
- Commit into your Github repository frequently and with descriptive commit messages.
- Aim for production-quality code: well-designed, easy to extend, readable, and well-tested.
- Write a descriptive README to document the key features of your solution, your assumptions, approaches and future thoughts. Look into the use of <u>Markdown</u> to write a professional-looking README.
- Note down future thoughts / considerations:
  - You can assume that the Plateau is rectangular, but be sure to have a think about how easily your program can be extended upon in the future to support a different shaped Plateau.
  - How might your Plateau support other vehicles and not just Rovers?
- Have fun with it! It's not every day you get to put a Rover on Mars, get creative and enjoy! Once you've finished the task, if you want to extend your solution with a visual interface, a programmable Rover, obstacles, aliens, go for it!

Please submit a github link to your completed solution to the assignment by the deadline

