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Class Position

Instance variables are x, y, and orientation.

Class Game

Start the program by adding robots to the arraylist and processing them sequentially using the class Robot.

Class Scent

We store scent information using HashSet. So This class should be singleton as we do not want to create multiple copies of HashSet holding scent information of robots. It should be shared by all the robots.

Method are:

```
Scent();  
getInstance();  
boundry();  
addScent();
```

Class Robot.

All Initial parameters like grid and initial positions are set in this class and According to input it calculates the final Position of particular robot. It communicates with Left, Right and Forward move class to move robot according to input.

Instance variables are gridx, gridy

Methods are:

```
withinLimit();  
findEnd();
```

Factory Pattern is implemented for movement of Robots. So any other move can be implemented for Robot. And also Moves are Independent from Robots.

Interface Move with method name move();

Classes Are :

```
MoveFactory,  
LeftMove,  
RightMove,  
ForwardMove.
```