

Java → Object-oriented programming → Classes and objects → [Instance methods](#)

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Instance methods → The Robot class

Medium 2 minutes ?

There is a class `Robot` for representing walking robots.

A robot lives on the 2-D plane. In this robot's world all distances are measured in steps. A robot can take some steps in any of four directions (left, right, up and down), but its coordinates are always limited: `x >= 0, y >= 0`.

```
1 public class Robot {
2     int x, y;
3
4     public void moveRight(int steps) {
5         x += steps;
6     }
7
8     public void moveUp(int steps) {
9         y += steps;
10    }
11
12    public void moveLeft(int steps) {
13        x -= steps;
14        if (x < 0) {
15            x = 0;
16        }
17    }
18
19    public void moveDown(int steps) {
20        y -= steps;
21        if (y < 0) {
22            y = 0;
23        }
24    }
25 }
```

Where is the robot after executing the following code? Select a pair `(x, y)`.

```
1 Robot ben = new Robot();
2
3 ben.moveRight(3);
4 ben.moveUp(2);
5 ben.moveLeft(4);
6 ben.moveUp(2);
7 ben.moveRight(1);
```

We suppose that initial coordinates are `(0, 0)`.

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✓ Select one option from the list

- ☐ (8, 4)
- ☐ (0, 0)
- ☐ (4, 0)
- ☐ (0, 4)

☒ (1, 4)

☐ (4, 1)

✓ Correct.

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