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`.

```
public class Robot {
    int x, y;

    public void moveRight(int steps) {
        x += steps;
    }

    public void moveUp(int steps) {
        y += steps;

    }


    public void moveLeft(int steps) {

        x -= steps;

        if (x < 0) {

            x = 0;

        }

    }


    public void moveDown(int steps) {

        y -= steps;

        if (y < 0) {

            y = 0;

        }

    }

}
```

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

```
Robot ben = new Robot();

ben.moveRight(3);
ben.moveUp(2);
ben.moveLeft(4);
ben.moveUp(2);
ben.moveRight(1);
```

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

Report a typo

Select one option from the list

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

(1, 4)

(4, 1)

✓ Correct.

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