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| Commands | Test Case | Test Result |
| report | The first valid command to the robot is a PLACE command | Error message |
| PLACE 0,0,NORTH  PMOVE | . Create an application that can read in commands of the following form –  PLACE X,Y,F  MOVE  LEFT  RIGHT  REPORT | Error message |
| PLACE 0,0,NORTH  MOVE  Report | REPORT will announce the X,Y and F of the robot | 0,1,NORTH |
| PLACE 0,0,NORTH  MOVE  Move  MOVE  MOVE  Move | Any move that would cause the robot to fall must be ignored. | Error message |
| PLACE 1,2,EAST  MOVE  Report | MOVE will move the toy robot one unit forward in the direction it is currently facing. | 2,2,EAST |
| PLACE 0,0,NORTH  LEFT  REPORT | LEFT and RIGHT will rotate the robot 90 degrees in the specified direction without changing the position of the  robot. | 0,0,WEST |
| PLACE 1,5,EAST | The toy robot must not fall off the table during movement. This also includes the initial placement of the toy  robot. | Error message |
| PLACE 1,2,EAST  MOVE  MOVE  LEFT  MOVE  REPORT | Further valid movement commands must still be allowed. | 3,3,NORTH |
| Place 3 g North | Create an application that can read in commands of the following form –  PLACE X,Y,F  MOVE  LEFT  RIGHT  REPORT | Error message |
| Place 3, g ,North | Create an application that can read in commands of the following form –  PLACE X,Y,F  MOVE  LEFT  RIGHT  REPORT | Error message |
| Place 3, 3 ,Northt | PLACE will put the toy robot on the table in position X,Y and facing NORTH, SOUTH, EAST or WEST. | Error message |
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