Courseware

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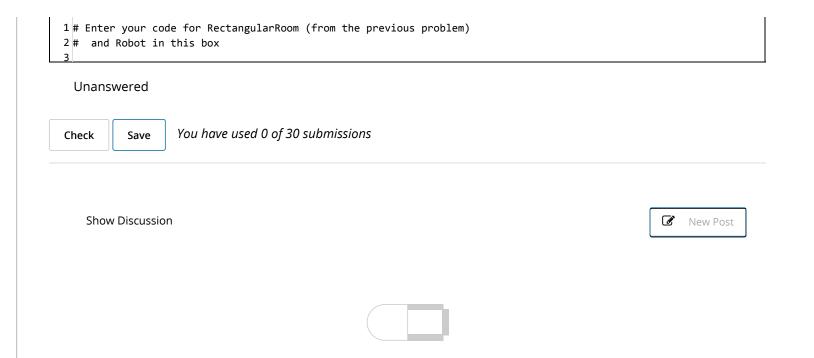
PROBLEM 1: ROBOT CLASS (10 points possible)

For the Robot class, decide what fields you will use and decide how the following operations are to be performed:

- Initializing the object
- Accessing the robot's position
- Accessing the robot's direction
- Setting the robot's position
- Setting the robot's direction

Complete the Robot class by implementing its methods in ps2.py.

follow is that af	Robot is initialized, it should clean the first tile it is initialized on. Generally the model these Robots will after a robot lands on a given tile, we will mark the entire tile as clean. This might not make sense if you're really large tiles, but as we make the size of the tiles smaller and smaller, this does actually become a proximation.
	problem has many parts, it should not take long once you have chosen how you wish to represent your phable representations, <i>a majority of the methods will require only a couple of lines of code</i> .)
Note:	
on abstract clas	ass is an <i>abstract</i> class, which means that we will never make an instance of it. Read up on the Python doc asses at this link and if you want more examples on abstract classes, follow this link. If you took edX cours y, you've seen an abstract class - the Trigger class from the final problem set!
•	plementation of Robot, not all methods will be implemented. Not to worry its subclass(es) will e method updatePositionAndClean() (this is similar to the evaluate method of the Trigger class from
Enter your cod	de for classes RectangularRoom (from the previous problem) and Robot below.





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