

Class Robot

java.lang.Object
└─ **Robot**

```

public class Robot
extends java.lang.Object

```

Method Summary	
static boolean	frontIsClear() Returns true if the position in front of the robot is clear (that is, no wall and not off the floor)
static void	load (java.lang.String mapFileName) Loads a map file for the robot.
static void	makeDark () Makes the tile underneath the robot dark.
static void	makeLight () Makes the tile underneath the robot light.
static void	move () Move the robot one position in its current direction.
static boolean	onDark () Returns true if the robot is currently on a dark tile; false otherwise
static void	setDelay (int milliseconds) Sets the delay between the execution of robot commands
static void	turnLeft () Turns the robot 90 degrees counter-clockwise in its current position

Methods inherited from class java.lang.Object
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Method Detail

load

```

public static void load(java.lang.String mapFileName)

```

Loads a map file for the robot. The file must contain a rectangular set of characters where X is a wall, . is a light tile, : is a dark tile, and N, S, E or W represents the starting position and orientation of the robot (use only one letter once).

Parameters:

mapFileName - Name of the file containing the map of the floor.

move

```
public static void move()
```

Move the robot one position in its current direction.

Throws:

java.lang.RuntimeException - if the map is not loaded yet or if the robot attempts to move to an invalid or occupied location.

turnLeft

```
public static void turnLeft()
```

Turns the robot 90 degrees counter-clockwise in its current position

makeLight

```
public static void makeLight()
```

Makes the tile underneath the robot light.

Throws:

java.lang.RuntimeException - if the map is not loaded yet or if the floor tile is already light.

makeDark

```
public static void makeDark()
```

Makes the tile underneath the robot dark.

Throws:

java.lang.RuntimeException - if the map is not loaded yet or if the floor tile is already dark.

onDark

```
public static boolean onDark()
```

Returns true if the robot is currently on a dark tile; false otherwise

Returns:

true or false depending on whether the robot is on a dark tile or not, respectively

Throws:

`java.lang.RuntimeException` - if the map is not loaded yet

frontIsClear

```
public static boolean frontIsClear()
```

Returns true if the position in front of the robot is clear (that is, no wall and not off the floor)

Returns:

true or false depending on whether the position in front of the robot is clear or not

Throws:

`java.lang.RuntimeException` - if the map is not loaded yet

setDelay

```
public static void setDelay(int milliseconds)
```

Sets the delay between the execution of robot commands

Parameters:

`milliseconds` - The number of milliseconds between robot commands

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