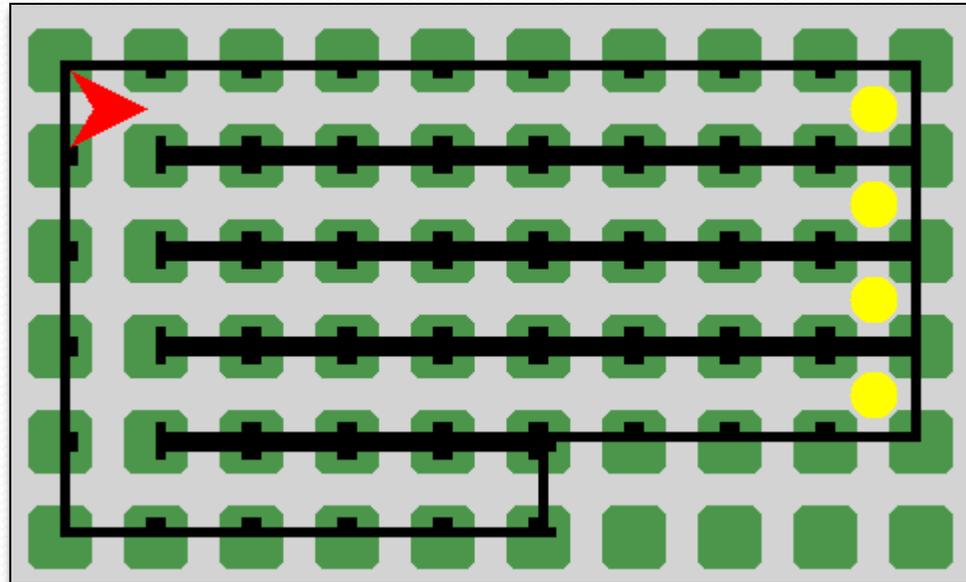


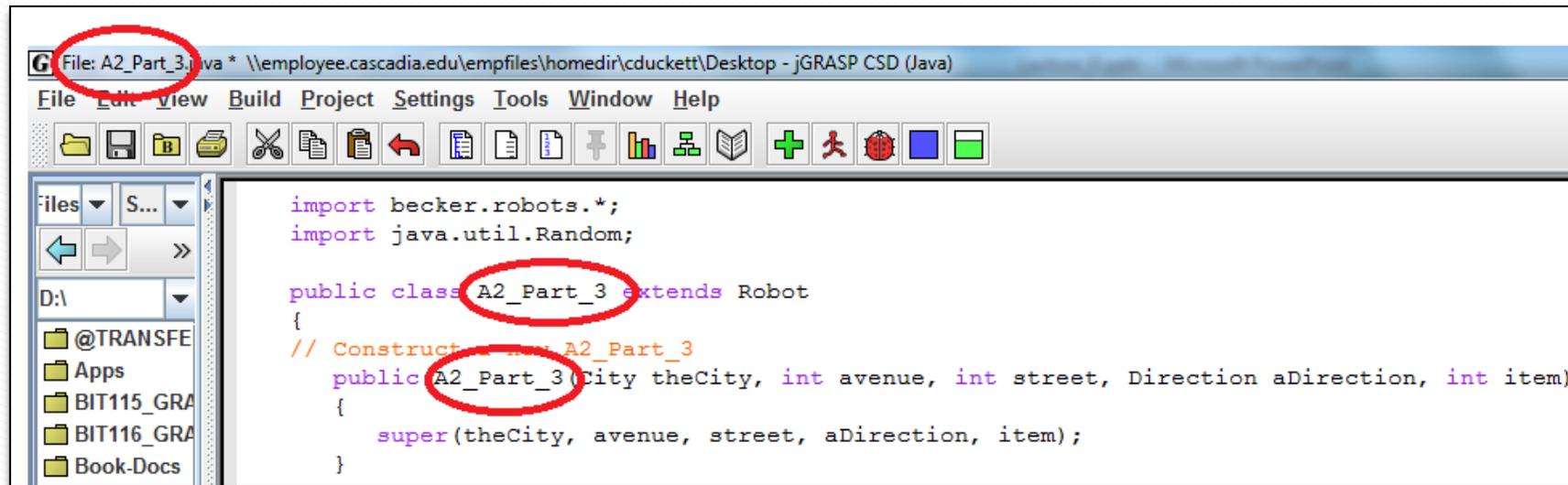
Assignment 2 Part 3 Hints



Assignment 2 Part 3 - Hints

If heard that some of you are still struggling with Assignment 2 Part 3 even though it is imminently due, so I thought I'd give you some 'hints'.





1. Create a new class that **extends Robot** and a **constructor**. Remember if you do it all in one class (the same class that contains **main**) then the **file name**, the **class name**, and the **constructor name** all have to be the **same**. It is highly recommended that you use **MrRoboto.java** from **Lecture 3** as a reference (*don't forget to add a fifth 'slot' in the constructor to hold things, see example below*). Also, don't forget to change **extends Object** to **extends Robot** (*see example below*).

```
public class A2_Part_3 extends Robot
{
    public A2_Part_3(City theCity, int avenue, int street, Direction aDirection, int item)
    {
        super(theCity, avenue, street, aDirection, item);
    }
}
```

```
public static void main(String[] args)
{
    City wallville = new City(6, 12);
    A2_Part_3 rob = new A2_Part_3(wallville, 1, 2, Direction.EAST, 0);

    A2_Part_3.BuildCity(wallville);

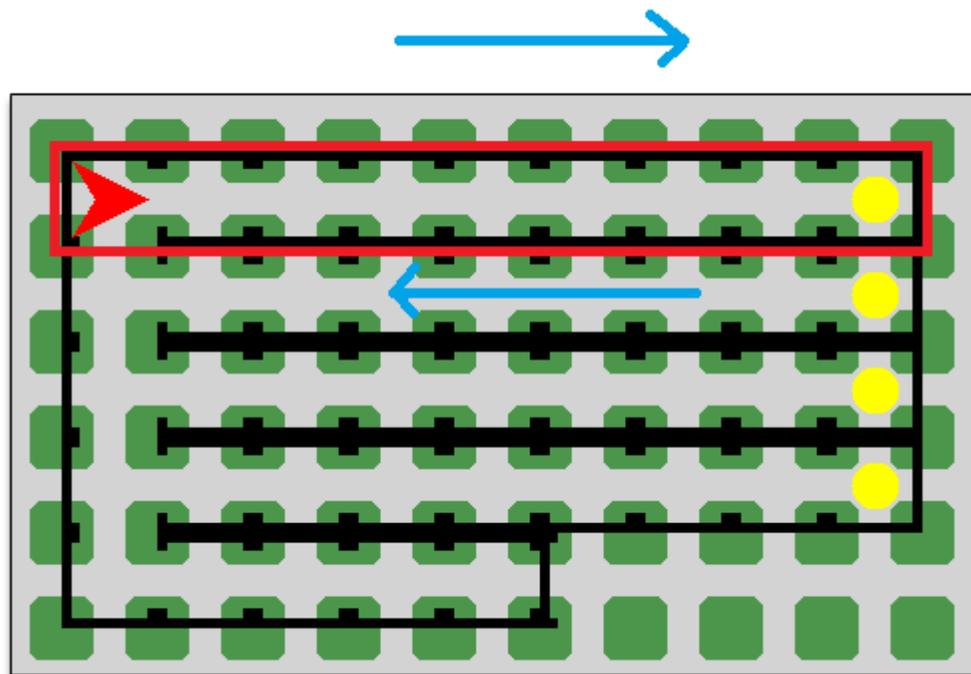
    // Tell the robot to get to work
    rob.doEverything();
}
```

2. When you create a new instance of the robot down in **main**, then it too has to have this same name (for example, **A2_Part_3** and not **Robot**).

For example:

```
A2_Part_3 rob = new A2_Part_3(wallville, 1, 2, Direction.EAST, 0);
```

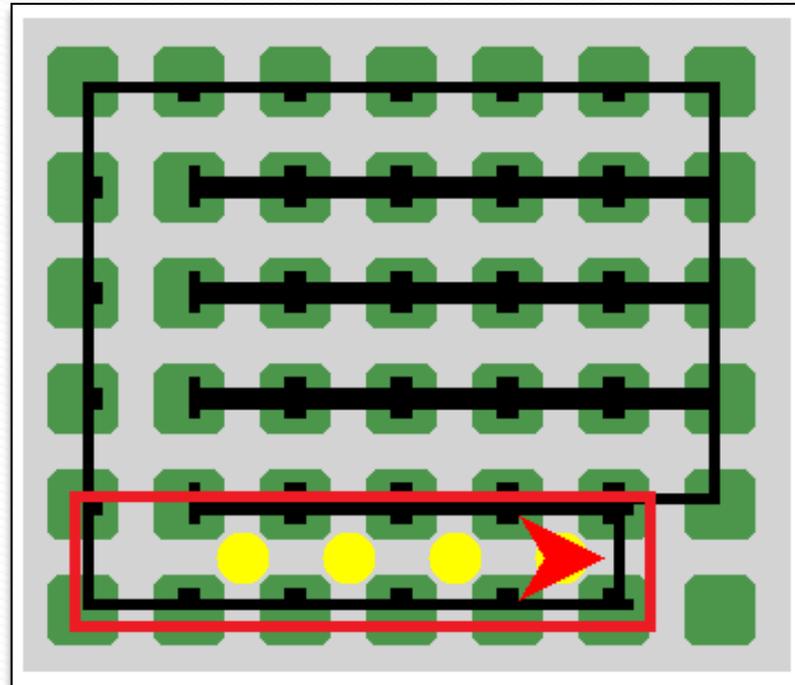
3. Create a **turnRight()** and **turnAround()** method, which you will use with three other methods (which I'll talk about one at a time). If you used MrRoboto.java as a reference (*copy – paste – tweak*) then you already have these made for you.
4. Create a **movetoWall()** method which **moves while the front is clear**



6. [doEverything continued] Next, use a second **while** loop to **count things in the backpack**, and as long as **count** is **greater than zero**
move
put a thing down

This is in second while loop

6. // third part of doEverything continued on next slide



7. [doEverything continued] Finally, call the **returnToStart()** method to go back to where the robot start (see #8 below)

[end of doEverything]

8. The **returnToStart()** method will do the following:

- turn around
- Call **moveToWall()**
- Turn right
- Call **moveToWall()**
- Turn right

