Assignment 5 - HarvesterBot

Problem:
The figure below shows a "field" of beepers that are ready to be harvested. Your task is to program a robot to "harvest" the beepers.

Rules and constraints:
• Your robot must start in the initial situation shown in the diagram.
• The robot must end at Street 7, Avenue 2 facing West.
• Only one robot may perform this task (for now).
• The "fields" that your robot will be asked to harvest will always be 6 avenues wide, but may be any number of rows (streets) high.

Steps to take:
1. Devise a strategy to solve the problem – probably by defining a new type of robot.
2. Use step-wise refinement to think about the methods you’ll need: start by thinking big, and then breaking down tasks into smaller parts.
3. Write down the names of the methods your robot will need.
4. Create the HarvesterBot class and write the methods.
5. Lastly, make a class with a main program that uses a HarvesterBot to complete the task (i.e., harvesting the field).