ch.zhaw.lakerouting.datatypes

Class Node

java.lang.Object
    ch.zhaw.lakerouting.datatypes.Node

All Implemented Interfaces:

java.lang.Comparable<Node>

```
public class Node
extends java.lang.Object
implements java.lang.Comparable<Node>
```

Node is used for the decision graph, it contains the data structure for the decision logic.

Basically every node knows four values:

- the previous or ancestor node,
- its coordinate,
- the wind vector at its position,
- and the time it requires to travel to this node.

From every point we can travel backwards to the starting point and will not encounter any null pointer. This makes the node data structure very solid and robust against implementation faults. Also it thus guarantees to always terminate at the starting point.

Warning!

However note that the constructor **does not** take care of preventing a null pointer. You **must** set a ancestor or previous by yourself or if you are at the starting point use `thisAsStartNode()` !

Since:

1.0

Version:

1.0-stable

Author:

Mathias Hablützel

Field Summary

Fields

Modifier and Type	Field and Description
private Coordinate	**crd** The coordinate of the node
private Node	**previous** The ancestor or previous node
private double	**timeOfArrival** Time it takes to travel to the node in minutes
private WindVector	**windVector** The wind vector at the node's position