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Assume we have the following units:

$$Cost = \frac{distance}{speed} = \frac{m}{\frac{m}{s}} = \frac{m * s}{m} = s = time$$

Take this into account :

“Notes:

The order of the actions is determined by the destination state whose identifier is the lowest, that is, if different (partial) destinations can be reached at a given point (intersection), they will be visited in increasing numerical order”.

Understanding Data Input

address: zone of Albacete we are in .

distance: idk

initial: initial state

final: goal state

intersections: a list of dictionaries with attributes **identifier**, **longitude** and **latitude**

segments: a list of dictionaries with attributes **origin**, **destination**, **distance** and **speed**

Establishing Data Structure

Functions

Function	Input	Output
search	(Problem, State)	return listOfActions
testGoal	(State)	return boolean
sucesor	(Node)	return Node

search: can be only one function that prompts the user for a number between 0 and 2 being

0: depth-first

1: breadth-first

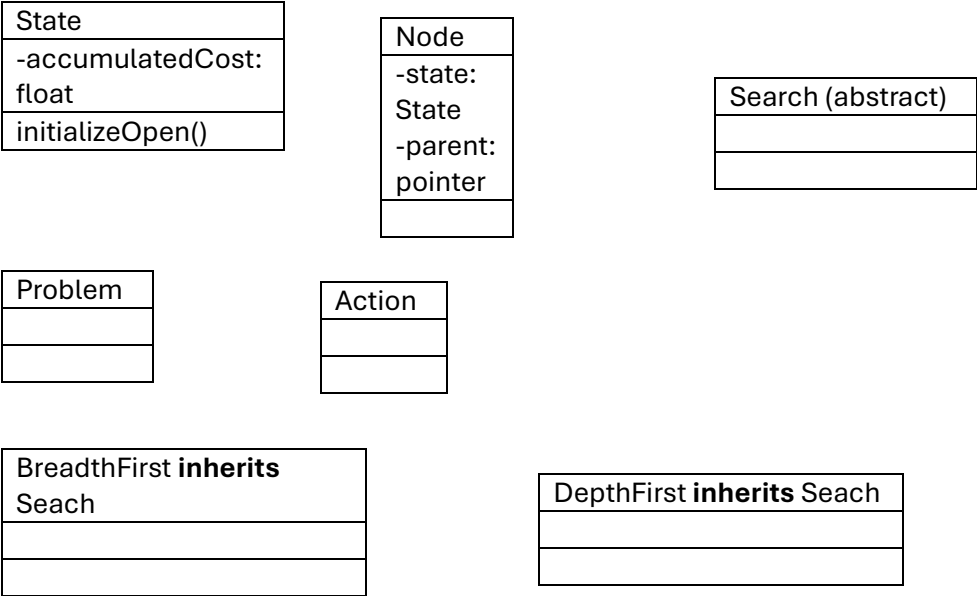
2: random

I don't really see the idea of search being an abstract class.

Procedures

Procedures	Input
initializeOpen()	(initial)

Classes



Scrum

Tasks	Agus	Jesús
-Implement DepthFirst -Implement BreadthFirst -Implement RandomSearch -Define Problem -Define Node -Define State -Define Action		