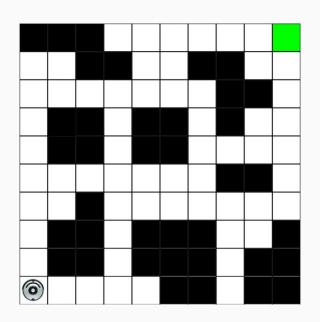
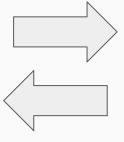
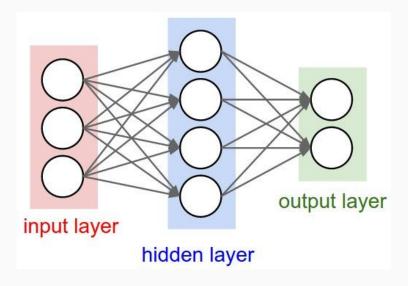
# CSCI5448 RobotPathLearning Team13

Bo Cao Fernando Nobre Zhongzhi Zhang

# Robot Path Learning?







## Use Cases

#### **User Case ID:**

**UR-008** 

#### **User Case Name:**

Replay the path

#### **Description:**

User can let the robot move along a previously created path.

## Use Cases

#### **User Case ID:**

**UR-010** 

#### **User Case Name:**

Add obstacle to map

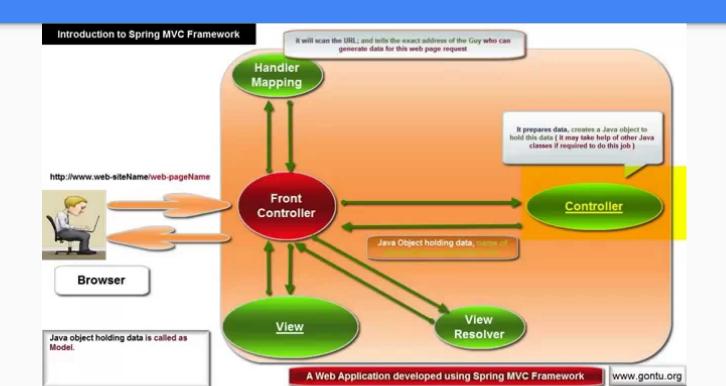
### **Description:**

A User can add an obstacle to the map by clicking on the map.

# System Demo



## Architecture



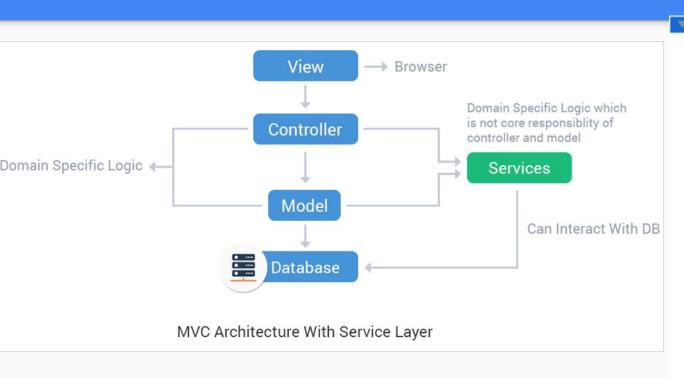
## Architecture/Frameworks

- Spring MVC
- Hibernate/MySQL
- jQuery
- Bootstrap
- SiteMesh

# Design Patterns

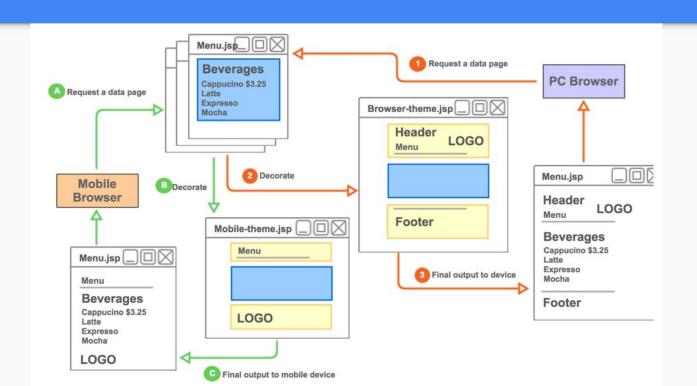
- Dependency Injection
- Service Layer
  - decoupling and maintainability
  - Writing a web API is easy
  - Controller has no business logic
  - Unit tests are easy
- Decorator
- Observer

# Service Layer





## Decorator



## Demo Video

#### Github:

https://github.com/BryanBo-Cao/CSCI5448-RobotPathLearning-Team13/blob/master/RobotPathLearning\_Video.mov

Youtube:

https://www.youtube.com/watch?v=gMJwqA66rKk