

*Synopsis for **Weather Forecasting Simulation** Project in CPP

Introduction:

Weather forecasting is a crucial aspect of meteorology, helping predict weather conditions for various regions. This project aims to design and implement a weather forecasting simulation using C++, generating random weather data and displaying forecasts.

Objectives:

1. Develop a C++ program to simulate weather forecasting.
2. Generate random weather data for temperature, humidity, and weather conditions.
3. Display weather forecasts for multiple cities.
4. Utilize object-oriented programming principles.
5. Handle user input and errors.

Tools and Technologies:

1. Programming language: C++11/C++14.
2. Compiler: GCC/Clang.
3. IDE: Visual Studio Code/CLion.
4. Operating System: Windows/Linux.

Methodology:

1. Literature Review: Study weather forecasting algorithms and models.
2. System Design: Plan program structure and classes.
3. Implementation: Write C++ code for weather forecasting simulation.
4. Testing and Debugging: Verify program functionality and fix errors.
5. Documentation: Write user manual and readme files.

Expected Outcome:

1. A functional weather forecasting simulation program.
2. Accurate weather forecasts for multiple cities.
3. User-friendly interface for input and output.

Conclusion:

This project demonstrates a basic weather forecasting simulation using C++. The program generates random weather data and displays forecasts for multiple cities. Future enhancements include incorporating real-time weather data and advanced forecasting algorithms.

Future Enhancements:

1. Integrate OpenWeatherMap API for real-time data.
2. Implement machine learning algorithms for improved forecasting.
3. Visualize weather data using graphs and maps.

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