

Particle Filter

Compiling

Once the install for uWebSocketIO is complete, the main program can be built and run by doing the following from the project top directory.

1. `./build.sh` - build project
2. `./clean.sh` - clean build folder
3. `./run.sh` - connect particle_filter to Term2 simulator

Follows the correct algorithm

I completed todos in such files:

- `particle_filter.cpp`

Results

