

Rapport individuel de Projet Long à l'itération 2

« Simulation de systèmes routiers »

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A brief introduction of this iteration:

In this iteration, my colleagues and I continue to work for the user interface part of this project.

I drew the textures used to create the simulation: "Roundabout" and "Intersection", and completed "CreerIntersection" and "CreerEntrée/Sortie".

As the figure1 shows, when the user adds an element, the program will pop up a dialogue box asking the user for the parameters of the element. Figure 2 shows the result after the user has added some elements.

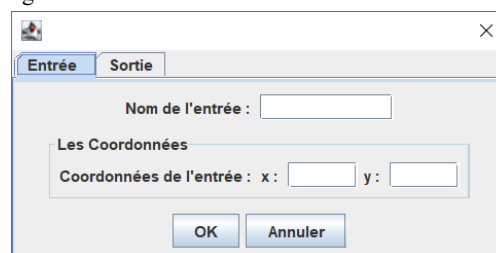


Figure 1 : The dialogue box of "CreerEntrée/Sortie".

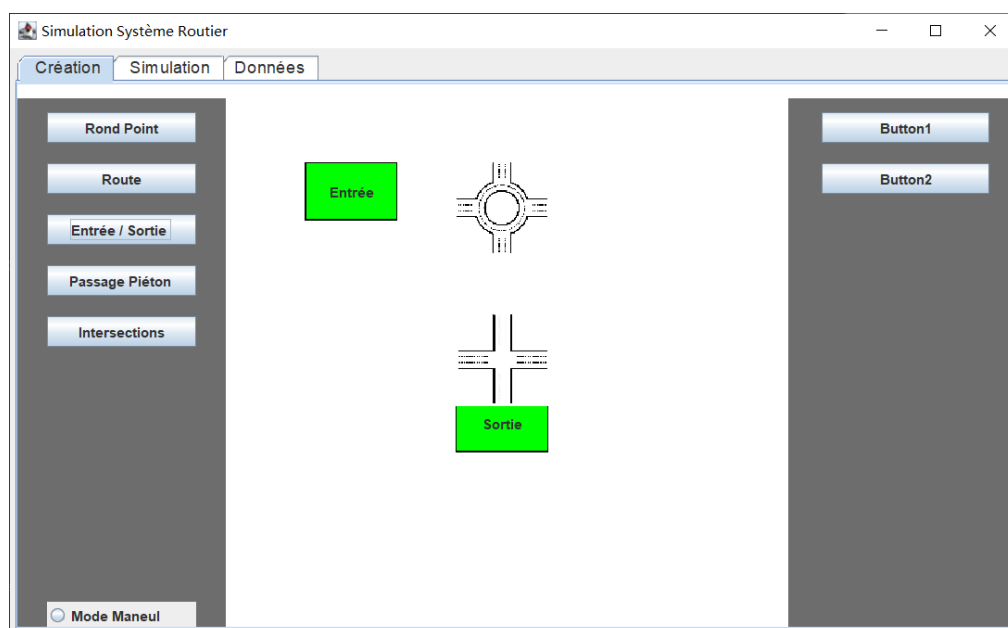


Figure 2 : The effect of the user interface.