Assignment X: XXX Programming report

Matin Amirpanahfar & s7654321

Algorithms and Data Structures 2020

- 1 Problem description
- 2 Problem analysis

Program design

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3

4 Evaluation of the program

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5 Process description

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6 Conclusions

...

7 Appendix: program text

```
#Nima
1
   from data_loader.load_cities import load_cities
3
   from data_loader.load_missiles import load_missiles
4
  from map.graph import build_graph
   from algorithms.pathfinding import shortest_path
   # - Load Cities -
8
   cities = load_cities("data/cities.json")
9
   print(" Cities Loaded:")
10
   for city in cities:
11
       print(f" {city.name} ({city.country}) - Type: {city.city_type} -
12
          Defense: {city.defense}")
13
14
   # - Load Missiles -
  missiles = load_missiles("data/missiles.json")
15
  print("\n Missiles Loaded:")
```

```
for m in missiles:
17
       print(f" {m.name} - Damage: {m.damage}, Stealth: {m.stealth}, Max
18
          Range: {m.max_range}")
19
20
   # - Build Graph -
   graph = build_graph(cities)
21
   print("\n Graph Edges:")
22
   for u, v, data in graph.edges(data=True):
23
       print(f"
                 {u} <--> {v} = {data['weight']:.2f}")
24
25
   # - Sample Path Test -
26
   print("\n Sample Pathfinding Test:")
27
28
   start_city = "Hamedan"
29
   target_city = "TelAviv"
30
   sample_missile = missiles[0]
                                 # First missile from list
31
32
   path, distance = shortest_path(graph, start_city, target_city,
33
      sample_missile.max_range)
34
35
   if path:
       print(f" Path found from {start_city} to {target_city}: {' '.join(
36
          path)}")
                   Total distance: {distance:.2f} km")
37
       print(f"
       if distance > sample_missile.uncontrolled_range:
38
           print(f"
                       Missile exceeds uncontrolled range ({sample_missile.
39
              uncontrolled_range    km)
                                         needs reprogramming")
40
       else:
           print(f"
                       Within uncontrolled range
                                                     no reprogramming needed")
41
42
43
       # Check defense
       target_defense = next(c.defense for c in cities if c.name == target_city
44
       if sample_missile.stealth > target_defense:
45
           print(f"
                      HIT SUCCESSFUL
                                          Damage: {sample_missile.damage}")
46
47
       else:
           print(f"
                       Intercepted by enemy defense (defense level: {
48
              target_defense})")
49
   else:
       print(f" No valid path found within range ({sample_missile.max_range} km
50
          )")
51
52
   # Yeeaah Buuuudddyyyyyyyyyyyyy
```