**Tracking Traces**

**data**

in tracker.h:

struct TrackState (nameOfTrace, listOfBlobs, listOfOcclusions, listOfTracks)

in snippet.cpp:

vector<list<TrackState>> g\_trackState

**fill trace data**

in tracker.cpp:

add elements to g\_trackState while updating Tracks (e.g. before and after blob assignment)

**show trace data**

in snippet.cpp:

examineTrackState: loop through g\_trackState vector

underlying print functions defined in frame\_handler.h and .cpp

**Test Cases**

reversing blobs

starting from left border

variations in velocity

monotonic changing velocity in occlusion (accelerating / decelerating vehicles)

missing blobs

**Results**

|  |  |
| --- | --- |
| **Test Case** | **Trace** |
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