Group report for AP2DX of week 4

Maarten de Waard

27th of June - 1st of Juli

Group members

Maarten Inja *(Leader)*
Maarten de Waard *(Secretary)*
Jasper Timmer
Wadie Assal

The week

Monday

Monday we started by evaluating our draft report. Most of it was fine, although there were some things we could have elaberated on a bit more. After evaluating we started programming again.

The Maartens started on the mapper, while Jasper and Wadie started programming our movement algorithm. The mapper would be an external program, "DP Slam". This was a program, programmed in C.

Tuesday

This day the Maartens continued on getting the Mapper to work. The java programs to be able to run DP-slam from our code and to be able to interpret the images it creates were made (`PictureViewer.java` and `Slammer.java`). Especially getting the program to work on windows was hard.

Jasper and Wadie continued perfecting their movement algorithm.

Wednesday

This day we finished the movement algorithm. Unfortunately Jasper was done with this around 2 in the night, and forgot to push his code. We found this out the evening after, after the demonstration was done.

We also got the code for the mapper working, but only on linux. On a windows system, the mapper simply only forwards messages to the Planner. Since our system is distributed, it is no problem to start the mapper on another computer, than all the other programs.

Thursday

We had to do our presentation this morning. Jasper and Maarten did the presentation, and that went pretty well. As a matter of fact, if we were to do the course "Portfolio", we would have gotten an eight for it!

Wadie and Maarten then presented our demo, with the code of Wednesday afternoon, because Jasper forgot to push. This still went okay, but the navigation could have been better.

Friday

On Friday we finished everything.