**CS3733-D21 - Project BWApp**

**Map Data Entry Instructions**

Begin your map data entry by going to Canvas 🡪 Assignments 🡪 Projects 🡪 Project Maps and Data. Download the map images and the template CSV files. Rename the files MapTemplateNodes.csv and MapTemplateEdges.csv with your team letter, e.g. MapVnodes.csv and MapVedges.csv if you are on Team V. Open your assigned maps in a graphics editing program like MS Paint or Photoshop. Note: nodeID follows a specific naming convention that is dependent on some of the other fields so fill this field in last for each row entry.

The CSV files represent the nodes (locations) and edges for Brigham & Women’s main hospital.

To get an idea of how these files work with the 2D maps, begin by using Excel to open the files, L1Nodes.csv and L1Edges.csv, included with Project B. Be careful to NOT save any changes in an Excel data format (xls or xlsx). Open the floor map, 00\_thelowerlevel1.png, in a graphics editor. Match the coordinate of the nodes with the locations on the map. Now that you have an understanding of the CSV files, the following describes how data should be entered.

xcoord, ycoord – enter the coordinates given by your graphics program

floor – enter the floor number as one of the following: L2, L1, G, 1, 2, or 3

building – for now, just enter **Parking** for every entry

nodeType – enter one of the following codes:

* PARK parking spot
* WALK walkway (outside path locations between a parking spot and the entrance of the

hospital)

* HALL hallway
* ELEV elevator
* REST restroom
* STAI staircase
* DEPT medical departments, clinics, and waiting room areas
* LABS labs, imaging centers, and medical testing areas
* INFO information desks, security desks, lost and found
* CONF conference room
* EXIT exit/entrance
* RETL shops, food, pay phone, areas that provide non-medical services for

immediate payment

* SERV hospital non-medical services, interpreters, shuttles, spiritual,

library, patient financial, etc.

longName – use the name provided on the map or in the supplementary location list if available, otherwise give it your own name. Of course, hallway locations will typically need to be named by you.

shortName – you may create a shortened name that could be used in place of the longName

teamAssigned – this is your team letter in **lowercase**. For example: Team v. The uppercase team letters refer to the D18 teams that created the initial version of the files.

nodeID – follow the naming convention below for new nodes

1. First character is your team letter in lowercase
2. All subsequent characters are in uppercase
3. Next 4 characters is the node type.
4. Next 3 characters is the number of that node type for the floor it is on. Use leading zeros if your number is less than one hundred. If it is an elevator use two zeros followed by the elevator letter.
5. The last two characters is the floor. Use one of the following: L2, L1, GG, 01, 02, or 03

The edgeID is simply the two connected nodeID’s with an underscore separating the two IDs. Note that only one direction is provided in the raw data. You should be able to either programmatically generate the two edges for both directions or have your algorithm assume bi-directionality. In other words, if you have nodes A and B, the raw data provides edgeID A\_B, starting node A, ending node B. You can write Java code to create the reverse direction: edgeID B\_A, starting node B, ending node A.