Drone Simulator Handbook.

This handbook is a guide to our drone world. To start of one would need to the load the project into his preferred IDE (running it without an IDE is also possible, but not encouraged). Afterwards one would need to run the Test class, which is where our main method is located. After going through these steps a loading screen will appear on the screen. Here it is important to wait idly until the loading was completed. Now one is presented with a welcoming screen which has two buttons, as a “gag” both of these buttons will perform the exact same operation, that is to display the screen in which one can decide which drones he or she wants to see. The choices are between fast, average and slow drones. After deciding on one, the user is presented with a list of the respective drones’ class. If the user wants to see the other classes he or she would need to press the back button. With the refresh button one can manually refresh the data, this could be important as the data presented in the API is dynamic and could change every now an then. Each drone in this list has also the button “more info”, pressing this button will open another window which displays all other information of this drone. Similar to the previous window this window also has the option for the user to manually refresh the data. This window also has a button “history” where the user can search the amount of dynamics recorded between two time stamps, which the user can choose (Note: the difference in time of these time stamps may not exceed 10 minutes). Opening a window always means closing the previous window, the only exception is the history window which is displayed alongside the “more info” window (Refreshing the “more info” window will also refresh the history window). This concludes everything that is important about our program our team hopes that the user can find a suitable way to utilize our program.