TODO lists

General remarks

- see also **//TODO**- comments in the c++ code (can be checked in CLion)

- Try to find a way to lock in setters to prevent editing of e.g. licence plates during the simulation

- Include tests for all items

- set up test & release targets

- [ ] main

  - [ ] reading xml-file

Implementation

- [ ] class: RoadSystem
  - [ ] load simulation – *maybe move this to a seperate parser class?*
  - [ ] dump simulation – *should this be a part of the parser class as well?*
  - [ ] start & stop simulation
  - [ ] advance simulation
  - [ ] add, get/traverse car(s)
  - [ ] add, get/traverse road(s)
  - [ ] simulation empty?
  - [ ] simulation active?
- [ ] class: Road
  - [x] constructor using XML-file
  - [ ] get & set name
  - [ ] get & set length
  - [ ] get & set connection
  - [ ] add, has?, get/traverse car(s)
  - [ ] provide location-based iterator for vehicles
- [ ] class: Vehicle – J. is on it :)
  - [ ] get & set licence plate
  - [ ] get & set road
  - [ ] get & set speed
  - [ ] get & set position
  - [ ] prepare update (gathers info)
  - [ ] execute update (updates info)
  - [ ] get& set acceleration
- [ ] class: Vehicle::Car – J.'ll do this as well
  - [ ] advance acceleration
  - [ ] advance speed
  - [ ] advance position