Cover page

Brief introduction

Outline of program design

UML diagrams

Data Structures and Algorithms Used

Description of classes

Testing Methodology:

Graph:

To test the graph class the following test graph was developed.

1.5

1.5

1.5

1.5

2

2

Hash:

Heap:

LinkList:

Stacks and Queues:

UAV:

Since this is a basic object developed to store the location of a UAV, a very primitive test harness was designed. This test harness consists of a main function that initialises a new UAV object and prints the object to the terminal to confirm its initialisation. Next, the harness asks the user to input a location, which can be any string, to test the setter method. To confirm the setter’s success and to test the getter method of the object, the test harness calls the getter and prints the output to the terminal. If this output is equal to the users input the test is considered a success

Results

Future Improvements