*CS1410: Java Programming development*

Group 11 Report

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# Distinguishing between Library Components and Client Code Data

This description should explain the Rationale behind design decisions.

Notes:

Explain the number of packages used

Explain the separation of Model-View Understanding.

# (Level 1 only) Required Changes for the Library Classes to Support Simulations

The initial changes to the classes to support the simulation can entail with the following:

## More types of vehicles

If different types of vehicles need to be created, it’ll require creating a brand-new class that requires stating the name of the vehicle. However, this requires updating the Config class and adding the information for the intended vehicle, by adding the seed, probabilities and other important variables associated.

## Multiple types of fuel with different prices

Multiple Type of fuel would require creating an array for the Pump class with the number of type of fuels it has. Have it implemented and outputting both on the console and the GUI that the vehicle used this fuel for this pump. To give the pump fuel types easy use, would mean to create a new GUI component to create a new window representing to add a new text field to write the fuel type and fuel price data. Having the GUI to manipulate the price and the fuel type in a new window would allow the user to define their fuel and parameters easily.

## Parking away from the pump during shopping

## Vehicles breaking down during the simulation

A vehicle breaking down can

# UML Class Hierarchy

The diagram

# (Level 1 only) Sequence Diagram for a Scenario in the Simulation

# The results of the simulations in tabular form;

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
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# Results and Implications

The result does show the current size of the queue and clearly states the information of whether it is a

# Building and Running the Code

To Build and Run the Program