Max Kelly, Nithin Perumal, Justin Hohl, Sam Weiskettal, Tim Smith

Dr. Wollowski

CSSE 230

12 February 2015

Team 5 Guys Project Update

The current state of the project is going a bit slower than planned. Our GUI has been designed. It has been working as the GUI is user friendly and clickable so that you know which nodes you are on and characteristics about each node such as its x and y coordinates on the map. The GUI also has several buttons in case you wish to select a particular node and calculate a planned trip. While the buttons themselves are currently inoperable, this is because the methods to perform their operations are largely unwritten at this current time. The nodes have an arraylist of neighbors that takes in the nodes as they are created. When they are clicked on, their color will change so that the user knows which nodes are selected and will be used to calculate the trip. We have come up with an algorithm to calculate the shortest distances with A\*, but it has not been typed up yet in code. Text documents that are specifically written so that the program will load them and read the document to recognize nodes, etc ...The program also has the ability to parce text documents containing the cities into the program and have these stored as objects. Points of interest have also been decided on and put into the documents. Currently the system can read cities into itself and create nodes for these cities – we will soon be implanting a means by which landmarks can be added to each of these cities. Another document has also been created with the paths and distances between cities specified for the purpose of creating the paths.

Currently, we still need to get our routes fully calculated and then finish our desired time calculations when traveling distance. We also still need to implement the exact graph for our full trip planner. Most of the routes that we have planned to implement will require a queue and a heap. This will all be accomplished in the upcoming week. Algorithms have been written up for implementing the Binary Heap as well as to calculate shortest path by the distance cost. We also scrapped our plan of using time as our second cost. Still need to develop a plan for the objective of the system calculating a route based on the user’s input of distance they are willing to travel.