justine

sampleclient

<<Typedef>>
Gangster

MyShmClient
- # nr_graph: NodeRefGraph*
- # m_teamname: string
- - nr2v: map<unsigned_object_id_type, NRGVertex>

- + MyShmClient()
- + ~MyShmClient()
- + start()
- + start10()
- + num_vertices()
- + print_edges()
- + print_vertices()
- + bgl_graph()
- + hasDijkstraPath()
- + hasBellmanFordPath()
- - foo()
- - init()
- - gangsters()
- - initcops()
- - pos()
- - car()
- - route()

<<Typedef>>
Cop

ShmClient
- # shm_map: boost.interprocess.offset_ptr<justine.robocar.shm_map_Type>
- - segment: boost.interprocess.managed_shared_memory*

- + ShmClient()
- + ~ShmClient()
- + start()
- + get_random_node()
- + num_edges()
- + alist()
- + alist_inv()
- + salist()
- + set_salist()
- + palist()
- + hasNode()
- + dst()
- + dst()
- + toGPS()
- + toGPS()
- - foo()
- - init()
- - gangsters()
- - pos()
- - car()
- - route1()
- - route2()

<<Struct>>
SmartCar
- + id: int
- + from: unsigned
- + to: unsigned
- + step: int

robocar

OSMReader
- + onewayc: int
- + onewayf: int
- # nOSM_nodes: int
- # nOSM_ways: int
- # nOSM_relations: int
- # sum_unique_highhway_nodes: int
- # sum_highhway_nodes: int
- # sum_highhway_length: int
- # edge_multiplicity: int
- # nbuses: int
- # max_edge_length: double
- # mean_edge_lenght: double
- # cedges: int
- # locations: OSMLocations
- - m_estimator: size_t
- - alist: AdjacencyList&
- - palist: AdjacencyList&
- - waynode_locations: WaynodeLocations&
- - busWayNodesMap: WayNodesMap&
- - way2nodes: Way2Nodes&
- - way2name: WayNames&

- + OSMreader()
- + ~OSMReader()
- + get_estimated_memory()
- + edge()
- + node()
- + way()
- + relation
- - distance()

CarLexer
- - m_cmd: int
- - name: char[128]
- - num: int
- - role: char
- - m_errnumber: int
- - m_guided: bool
- - route: vector<unsigned int>
- - m_id: int
- - from: unsigned int
- - to: unsigned int

- + yylex()
- + get_name()
- + get_num()
- + get_errnumber()
- + get_guided()
- + get_cmd()
- + get_id()
- + get_route()
- + get_from()
- ~ get_to()

SmartCity
- # segment: managed_shared_memory*
- # shm_map: offset_ptr<shm_map_Type>
- # m_delay: int
- # m_run: bool
- - m_mutex: mutex
- - m_cv: condition_variable
- - m_thread: thread
- - m_waynode_locations: WaynodeLocations
- - m_busWayNodesMap: WayNodesMap
- - m_way2nodes: Way2Nodes
- - m_way2name: WayNames
- - m_remover: shm_remove*

- + SmartCity()
- + SmartCity()
- + ~SmartCity()
- + node2way()
- + processes()
- + city_run()
- + busWayLength()

SharedData
- + m_alist: uint_vector
- + m_salist: uint_vector
- + m_palist: uint_vector
- + lon: int
- + lat: int

- + SharedData()

<<enumeration>>
CarType
- NORMAL
- POLICE
- GANGSTER
- CAUGHT

Traffic
- # segment:managed_shared_memory
- # shm_map:offset_ptr<shm_map_Type>
- # m_delay:int
- # m_run:bool
- # m_catchdist:double
- - m_size:int
- - m_time:int
- - m_minutes:int
- - m_mutex:mutex
- - m_cv:condition_variable
- - m_thread:thread
- - cars:vector<shared_ptr<Car>>
- - m_smart_cars:vector<shared_ptr<SmartCar>>
- - m_cop_cars:vector<shared_ptr<CopCar>>
- - m_smart_cars_map:map<int, shared_ptr<SmartCar»
- - cars_mutex:mutex
- - m_type:TrafficType
- - logFile:fstream*
- - logfile:string

- + Traffic()
- + ~Traffic()
- + processes()
- + get_title()
- + node()
- + traffic_run()
- + steps()
- + pursuite()
- + nedges()
- + alist()
- + alist_inv()
- + salist()
- + palist()
- + hashNode()
- + start_server()
- + cmd_session()
- + naive_node_for_nearest_gengster()
- + dst()
- + dst()
- + toGPS()
- + naive_nearest_gangster()
- + get_type()
- + get_time()
- - addCop()
- - addGangster()

AntCar
- + alist: AdjacencyList
- + alist evaporate: AdjacencyList
- - rnd: bool

- + AntCar()
- + nextSmarterEdge()
- + print()
- + ant
- + ant_rnd()
- + ant_rernd()
- + ant_mrernd()

Car
- # traffic: Traffic&
- # m_type: CarType
- # m_from: unsigned_object_id_type
- # m_to: unsigned_object_id_type
- # m_step: unsigned_object_id_type

- + Car()
- + init()
- + step()
- + from()
- + to()
- + get_step()
- + get_type()
- + set_type()
- + to_node()
- + get_max_steps()
- + nextEdge()
- + nextSmarterEdge
- + print()

CopCar
- # m_num_captured_gangsters: int
- # m_name: string

- + CopCar()
- + print()
- + get_name()
- + get_num_captured_gangsters()
- + captured_gangster()

SmartCar
- - m_guided: bool
- - m_routed: bool
- - route: vector<unsigned int>

- + SmartCar()
- + step()
- + init()
- + print()
- + get_guided()
- + set_route()
- + nextEdge()
- + nextGuidedEdge()
- + set_fromto()

<<enumeration>>
TrafficType
- NORMAL
- ANT
- ANT_RND
- ANT_RERND
- ANT_MRERND

<<Struct>>
shm_remove
- + name: char const*

- + shm_remove()
- + ~shm_remove()

GLOBAL
- + main()