# Sensor Project Documentation – Stefan Andrei Barabulea

The project is made in **C++.** In order to start, open **SensorProject.sln** using Visual Studio, build&run the app.

All the values are customizable and can be changed in the **config.cfg** file. It is currently set for seawater, but it can be changed for freshwater easily.

It is currently running in DebugMode as I did not have a real sensor, however the user can change it to Real Sensor if he wishes so by changing the true value to false in **DebugMode.cfg**.

The Sensors folder in Solution Viewer has all the classes needed to mock a fake sensor and implement the real one. It uses an interface base class, **ISensor**.

Logger was used to print messages to Console, as requested, but it can be easily modified to log messages to a .log file if needed.

In **DataProcessor**, the user can find **SensorProcessor.h** where the application takes the data from the Real/Mock Sensor and processes it as needed.

The Application folder in Solution Viewer has 2 components, **CheckRunCondition** verifies if the app is running in debug mode(mock sensor) or normal mode. **SurveySeabed.h** runs the app and displays the data on the console.

