**Ginika**

1. Why do we have to use distributed programming and how do we apply it in this case

2. Please explain the line that says the user would draw the line/ conveyor belts

3. Do we have a maximum and minimum number of start and end points?

4. is the internet banking to be done in 2's (as in the printout) or alone as we were told in class

5. Who decides MoSCoW, we or the client?

**Girard**

- Why an online application is useful?   
- What are the online actions permitted?  
We have to know exactly what it is, about the online stuff.  
- Is it an application that helps the airport builders, or an application used in the airport to supervise and help the baggage employees  
- Is the simulation animated?

**Kristian**

1. What does the user expect the simulation to look like?  
1.1. Should the actual pieces of luggage be visible on the conveyor lines, or should we just show how many there are on a particular conveyor belt?  
1.2. How complex can the simulation be/how do the sorters work? E.g. are the sorters always directly connected to the exit points, if not - is there always one path to a certain exit point, should we implement a rudimentary routing protocol in the sorters, and so on.  
1.3. Do we assume the user will always provide a logical simulation configuration, or should we include a check for rout ability (there's a path from every entry point to every exit point)?  
2. What are your ideas on the distributed aspect of the simulator?  
2.1. Should it be just one system running the simulation logic and multiple observer systems?  
2.2. Or should it distribute the business logic itself (e.g. a message passing system powering a pool of worker systems, each being assigned one or more nodes in the simulation)?  
3. Luggage units at the entry points - should these be generated automatically by the program, or should they be configured by the user/read from a file?  
4. Can you point us to resources/additional information on examples of baggage handling systems and their functionality, so we can understand the problem domain with as little hand-holding as possible.  
5. Logging functionality (simulation-wise) or showing/recording of any additional statistics on the simulation runs?  
6. Should the simulator support multiple users?  
7. Should the simulator support multiple simulations running at the same time?

**Sebastien**

- What about the purpose of this simulation?  
- Why a distributed system?  
- Do we have to think how to determinate the number of sorters  
according to the number of check in points (using an algorithm or  
something like this, or the number is chosen by the user)?

**Sophie**

1. Do we also have to consider: the parcel is from plane to plane, which means from one end point to another one? Does the conveyor have double directions?
2. How is distributed system applied in this case?
3. Do we have weekly meetings or phase meetings? Is it possible to make appointments whenever we have problems? Who should we contact, the tutor or the client?
4. Are the conveyors randomly made to connect to anything or there is a pattern for drawing conveyors?
5. Should the application be built with a central sorter, identifying the destination or all parcels will be identified by the sorters at the destination gates?