

-----Keyboard Interaction-----

For merged project

Please press button for showing scenario. After running the code initially showing a white screen by pressing number you can see the 5 scenario-

‘1’ – Scenario 1

‘2’ – Scenario 2

‘3’ – Scenario 3

‘4’ – Scenario 4

‘5’ – Scenario 5

-----Keyboard interaction for scenario -01-----

‘L’/’l’ – Night

‘K’/’k’ – Day

‘M’/’m’ – Raining

-----Keyboard interaction for scenario -02-----

‘A’/’a’ – Cloud movement start

‘B’/’b’ – Cloud movement stop

‘C’/’c’ – Boat movement start

‘D’/’d’ – Boat movement stop

‘E’/’e’ – Fighter Jet movement stop

‘F’/’f’ – Fighter Jet movement stop

‘G’/’g’ – Train movement stop

‘H’/’h’ – Train movement stop

‘I’/’i’ – Night

‘J’/’j’ – Day

-----**Keyboard interaction for scenario -03**-----

‘N’/’n’ – Night

‘O’/’o’ – Day

-----**Keyboard interaction for scenario -04**-----

‘P’/’p’ – Boat movement start

‘Q’/’q’ – Boat movement stop

‘R’/’r’ – Day

‘S’/’s’ – Night

-----**Keyboard interaction for scenario -05**-----

‘T’/’t’ – Night

‘U’/’u’ – Day

For individual scenarios

-----**Keyboard interaction for scenario -01_(22-47154-1)**-----

‘D’/’d’ – Day

‘N’/’n’ – Night

R’/’r’ – Rain Start

‘S’/’s’ – Rain Stop

-----**Keyboard interaction for scenario -02_(22-47116-1)**-----

‘C’/’c’ – Cloud movement start

‘D’/’d’ – Cloud movement stop

‘B’/’b’ – Boat movement start

‘A’/’a’ – Boat movement stop

‘J’/’j’ – Fighter Jet movement stop

‘K’/’k’ – Fighter Jet movement stop

‘T’/’t’ – Train movement stop

‘U’/’u’ – Train movement stop

‘N’/’n’ – Night

‘O’/’o’ – Day

-----**Keyboard interaction for scenario -03_(22-47156-1)**-----

‘D’/’d’ – Day

‘N’/’n’ – Night

-----**Keyboard interaction for scenario -04_(22-47158-1)**-----

‘P’/’p’ – Boat movement start

‘Q’/’q’ – Boat movement stop

‘R’/’r’ – Day

‘S’/’s’ – Night

-----**Keyboard interaction for scenario -05_(22-47126-1)**-----

‘D’/’d’ – Day

‘N’/’n’ – Night