Classes:

Node: It is the smallest unit which we can draw. Each node has label as (x co-ordinate , y co-ordinate) and isAnomaly property which tells if that node has an anomaly.

PathNode: This is the individual path which has ArrayList of nodes. It gives distance traversed with fuel consumption.

Anomaly: This class is responsible for creating random anomalies on nodes.

PathNodeLinkedList: All the paths from one source to destination are stored as LinkedList. This class represents the list of all the possible ways to travel from given source to destination. Root path is the safest path traversed maximum times with efficient use of fuel and less no of anomalies. Whenever we add new path to the list we shuffle the list according to the cf (confidence factor) to get most effective path at root of the list.

Drone: This class is simulating the drones behavior. flyDrone is the method responsible for drone flying. It flies to the nearest node which leads to destination.

MachineLearning: It is the machine which stores all the path information and history. Using this we can predict best possible way to traverse from one place to another. It is priority linked list- hashtable.

MainJFrame: Adds nodes to combo box from where we can select source and destination and starts drone.

TravelMapJPanel: This is the main class responsible for travelling drone.