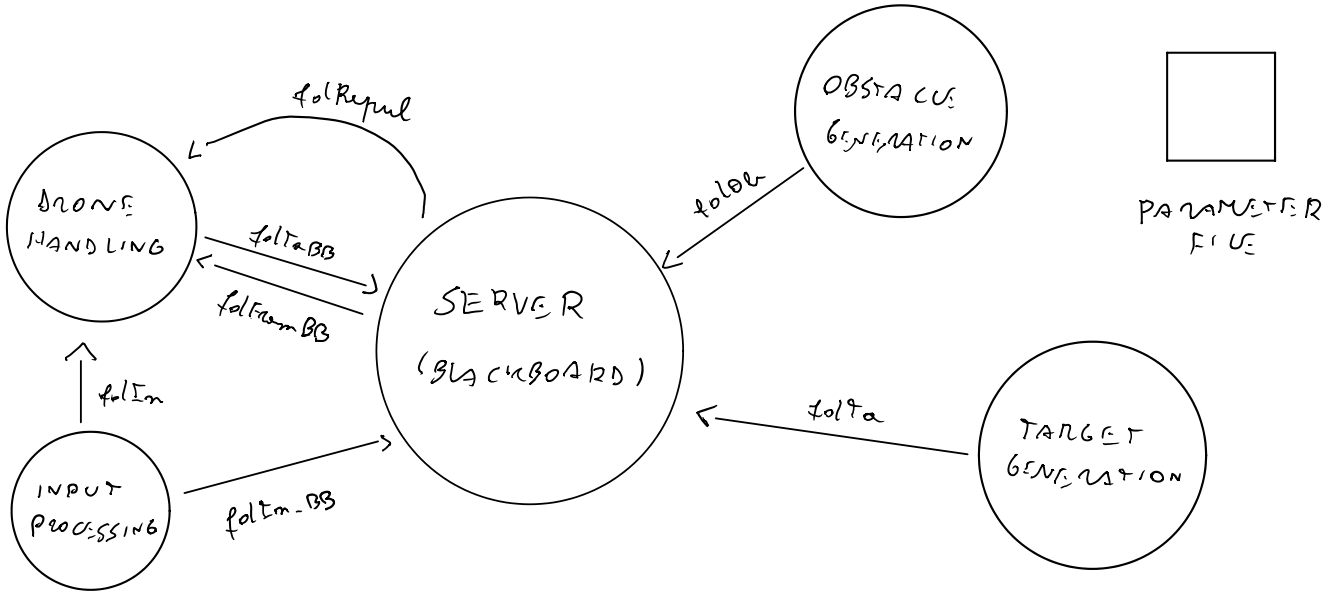
Assignment structure

lunedì 1 dicembre 2025 23:15



PIPES:

- fdIn := sends movement key inputs to Process_Drone, to modify the drone's position
- fdIn_BB := sends special key inputs (exit, reset...) to the BB
- fdObs / fdTa := equivalent in practice, send random coordinates for the blackboard to generate obstacles and targets
- fdToBB := Process_Drone sends the current position of the drone to the BB
- fdFromBB := the BB updates the drone's position
- fdRepul := communicates repulsive forces applied on the drone