Read Me for drone assignment

Full Stack Engineer

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Included Files

The three included files that are of importance are:

1. Drone.js
2. Drone\_server.js

Setup

Drone.js

This is a mock drone, meant to simulate a drone connecting and updating its details with the frequency requested by the project requirements whilst using as few resources possible.

Will connect to the server (Drone\_server.js) and send through the data required by the project and disconnect so as to not be constantly connected to the server potentially over using resources.

Uses a set of 10 drone ID's as I assume the fleet of drones will be known otherwise a function can be implemented that registers new units, Velocity runs on a set 10 count loop where velocity will be a pseudo random number randomly set with a 50% possibility of it defaulting to 0 to simulate a drone getting stuck in a tree or any other possibility that could befall a unit.

Drone\_server.js

Drones connect to this server and transmit their data , whereupon it is separated from a single comma delimited string into three discrete variables namely, drone\_uid; drone\_speed and drone\_coord.

these variables are then sent to the client facing (Client\_facing\_website.aspx) site for further processing.