Read Me for drone assignment

Full Stack Engineer

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Included Files

The two included files that are of importance are:

1. Drone.js
2. Drone\_server.js
3. Index.js

Setup

1. Run Index.js

Running index.js will start up in the correct order the two included .js files needed for both the server and client drones to run.

3. Open browser and navigate to http://localhost:8082

GitHub link

https://github.com/Stevenmuller16/droneassign

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(the ID's are simple integers at for this purpose) as I assume the fleet of drones will be known otherwise a function can be implemented that registers new units quite quickly, however I feel it is unnecessary given the scope of the current project, Speed is updated every second and is 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.

And then output to a very simple html site which will then give the user feedback on the location of each unit.

There are no controls on the site, it is merely paragraphs being written with a specific color for the text.