

Assignment

Design Notebook

1) Overview: Basically with assignment 4 then add two new tracks (receiving and departure) and using these tracks we will explore the different types of queues

2) Know, don't, ⁽⁵⁾ learned

I know	Don't	learned
Did good on assignment 4 so feel like I have a strong base starting this one	not so sure on queues but this practice will hopefully help with that.	A little more confident on queues seem kind of round about in some ways though (like iterating through)

3) Picture/Mapping

Trains



Sorting Yard



Ready to depart



Departs

Rail cars



Receiving Track

add based on



Destination & P < !
Type

4) Pseudo code

Assignment 4/7

// assignment Con. 4

read in trains
sorted
printer

// assignment 7

read in Railcars

While has next

 make object
 ~~X~~ add to receiving
 }

// start using Controller
make a controller
combine trains + Railcars
move train to departing
clear for departure

print sorting yard
(is now empty)

Read trains

for (iterate through sorting yard) {

 if (type && dest match) {
 return i

 }

}