

# User Manual – Water Distribution Simulation System

## 1. Starting the Program

1. Make sure all source files are compiled using the provided Makefile

Run the following commands in terminal:

```
make
(To compile all files)
./graph_app
(To run the application)
make clean
(To delete all object files)
```

2. Once you run the executable, the program initializes the water network with:

- A reservoir (source tank)
- Multiple tanks connected through pipes

3. Random initial water levels and connections are displayed.

## 2. How the Simulation Works

The system runs in time steps (usually every 30 seconds). Each step:

1. Reduces tank water levels (simulating usage).
2. Identifies tanks below the prescribed level.
3. Refills them from the reservoir.
4. Prints supply and delivery details.
5. Warns if there is a possible leak.

## 3. Typical Output Format

Example of output after each interval:

```
--- Priority-based refill sequence at 00:30 ---
Processing Tank 2 (Tank B) - Priority: 250 - Level: 150 / 500
Expected delivered (units): 120 | Actual delivered: 118
--- Snapshot at 00:30 ---
Node 0 (Reservoir): level=inf / inf
Node 1 (Tank A): level=480 / 500 | valveStatus=1 | outgoing=1
Node 2 (Tank B): level=270 / 500 | valveStatus=1 | outgoing=2
Edges:
Edge[0] 0->1 cap=100 flowRate=100 active=Y valve=1
Edge[1] 1->2 cap=80 flowRate=80 active=Y valve=1
```

## 4. Leak Detection and Alerts

If a leak is detected, the program displays:

```
>>> Leak suspected on path to Tank 2 (expected=120, actual=60)
Alternate route found. Attempting alternate route...
Alternate route delivered adequately.
```

If no alternate route exists, it shows:

```
No alternate route available. Please inspect pipes or mark leak repaired.
```

## 5. User Interaction and Editing Options

After each simulation step, the user may be prompted with:

```
Leak detected on pipe 1->2. Has it been repaired? (y/n):
```

Typing 'y' repairs the pipe; 'n' keeps it broken.

```
Would you like to edit any pipe or tank properties? (y/n):
```

If yes, you can edit tank capacity, flow rate, edge status, or valve settings.

## 6. Simulation Log Access

You can view recent log entries:

```
Do you want to see last K log entries? Enter K:
```

Example output:

```
[00:30] Tank 2 consumed 5.2 units
[01:00] Leak suspected on path to Tank 2
[01:30] Alternate route delivered adequately.
```

## 7. Ending the Simulation

The simulation runs continuously until manually stopped with Ctrl+C. It then displays the final tank levels and pipe statuses.

## 8. Quick Summary of Choices

Prompt or Option	What It Does
y / n for leak repair	Marks pipe as repaired or keeps it broken
Edit node/edge	Change tank/pipe details like capacity or valve
View last K logs	Shows recent activity in reverse order
Automatic updates	Runs every 30s; prints tank levels and refills

## 9. Expected Outputs

Action	Printed Information
Tank usage	Tank X consumed Y units
Refill	Supplied to Tank X expected=Y actual=Z
Leak detected	>>> Leak suspected on path to Tank X
Alternate route	Alternate route delivered adequately
Editing	Edge 1->2 capacity set to 100
Snapshot	Shows tank and pipe status