

## Configurations

### Config 1 -

Fog

```
static boolean CLOUD = false;  
static int numOfFogDeviceArea = 1;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

Cloud -

```
static boolean CLOUD = true;  
static int numOfFogDeviceArea = 1;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

### Config 2 -

Fog

```
static boolean CLOUD = false;  
static int numOfFogDeviceArea = 2;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

Cloud -

```
static boolean CLOUD = true;  
static int numOfFogDeviceArea = 2;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

### Config 3 -

Fog

```
static boolean CLOUD = false;  
static int numOfFogDeviceArea = 4;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

Cloud -

```
static boolean CLOUD = true;  
static int numOfFogDeviceArea = 4;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

### Config 4 -

Fog

```
static boolean CLOUD = false;  
static int numOfFogDeviceArea = 6;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

Cloud -

```
static boolean CLOUD = true;  
static int numOfFogDeviceArea = 6;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

### **Config 5 -**

Fog

```
static boolean CLOUD = false;  
static int numOfFogDeviceArea = 8;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

Cloud -

```
static boolean CLOUD = true;  
static int numOfFogDeviceArea = 8;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

### **Config 6 -**

Fog

```
static boolean CLOUD = false;  
static int numOfFogDeviceArea = 10;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

Cloud -

```
static boolean CLOUD = true;  
static int numOfFogDeviceArea = 10;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

### **Config 7 -**

Fog

```
static boolean CLOUD = false;  
static int numOfFogDeviceArea = 12;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

Cloud -

```
static boolean CLOUD = true;  
static int numOfFogDeviceArea = 12;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

### **Config 8 -**

Fog

```
static boolean CLOUD = false;  
static int numOfFogDeviceArea = 16;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```

Cloud -

```
static boolean CLOUD = true;  
static int numOfFogDeviceArea = 16;  
static int numOfVehiclesPerFogDeviceCoverage = 4;
```