Dev Log

Week 1:

The first week we decided on our goals of using the Open Flight's Route Dataset and running the following algorithms of a BFS traversal, Dijkstra's algorithm and a visualization of a force directed graph. In terms of code, we created the graph template and both Airport and Routes classes. We had also attempted to finish the build of our graph data structure and parse through the data setting the necessary values like airport ID, longitude, and latitude. For the next week we will split up who is working on which algorithms and start the implementation. We also will finish finalizing our graph constructor that parses through the data so that the data is ready to use.

Week 2:

Dom and Dennis finalized our graph constructor by fixing parsing bugs and errors. As a group we updated our project goals from using Dijkstra's algorithm and a force directed graph to using Kruskal's algorithm and an output to a world map based on latitude and longitude. We also divided up and organized how we would go about working on the remaining objectives, particularly in a way to avoid merge conflicts. Ben and Preston created a BFS folder and began working on the algorithm. They also imported all necessary CS 225 files, including PNG, Catch, and the animation files from MP Traversals. By next week we will attempt to have BFS and Kruskal's algorithm implemented and have it displayed on a world map.

Week 3: