
Krak-vejkort

Visualiseringen

af

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1 Introduction

This will be our introduction to this small report. . .

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2 Design choices

Here we should write something about our design choices.

2.1 Outline

MVC

Great!

Data structure

QuadTree

Visualisation

Platform

How everything is drawn

How the user interacts

Types of the Krax-data

3 Implementation

This sections should describe our implementation.

3.1 Outline

Model

- The Edge data type

- XMLReader

- QuadTree

- FormatConverter

- /KraxToXMLConverter

View

- The overall class structure

- The use of the Observer design pattern

- Mouse and window listeners

Controller

- The method calls from and to the map / data structure

4 Discussion

In this sections we will discuss what could have been done better, and/or what we think we have done right.

4.1 Outline

Limitations

Possible improvements

Data structure discussion

- QuadTree vs KD-tree

- Balanced vs unbalanced QuadTree

5 Conclusion

This section will make a quick summary and conclusion on our project so far.

5.1 Test 2

This is a subsection