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# Krak-vejkort

Visualiseringen

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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