**16.26**

See GitHub for classes with exceptions added - <https://github.com/harrymeighan04/Taxi-Project-Group-C>

**16.27**

**Taxi set to 1**

Idle time = 196

Missed pickups = 24

**Taxi set to 2**

Idle time = 402

Missed pickups = 14

**Taxi set to 3**

Idle count = 689

Missed pickups = 6

(roughly 20% of passengers are missed)

**Taxi set to 4**

Idle time = 1058

Missed pickups = 1

57% Idle time

**Taxi set to 5**

Idle time = 1521

Missed pickups = 0

61% idle time

We would say that having 3 taxis is the sweet spot, as even though there were 6 missed pickups, the idle time was relatively low. IF we increase this to 4, then the idle count nearly doubles, but you still have 1 missed pickup. For 5 taxis, there was no missed pickups, but one of the taxis pretty much never gets utilised.

**16.28**

We decided to implement a counter that keeps track of every step. We then subtract the idle time from the total time and compare the difference, which gives us the time for traveling between each pickup and destination. We cannot see any possible conflict that would happen if this was implemented in shuttle, as it will use the same logic.