Specification

Device name   LAPTOP-GQ61BGNP

Processor   11th Gen Intel(R) Core(TM) i5-11400H @ 2.70GHz   2.69 GHz

Installed RAM   16.0 GB (15.7 GB usable)

System type   64-bit operating system, x64-based processor

Drone application

The chosen application for the drone swarm is in a military context. The code will partition the drones into two groups based on their ammunition levels. Group 1 will consist of drones with a high number of bullets, while Group 2 will include drones with lower ammunition. In this simulation, the threshold is set at 50 bullets: drones carrying fewer than 50 bullets will be assigned to Group 2, and those with 50 or more max 100 will be placed in Group 1.

Drones in Group 2 (with fewer than 50 bullets) are shown in green, while Group 1 drones (with 50 or more bullets) are represented in light brown. The code randomizes the bullet counts, potentially changing the drones' colors based on their new group assignment.
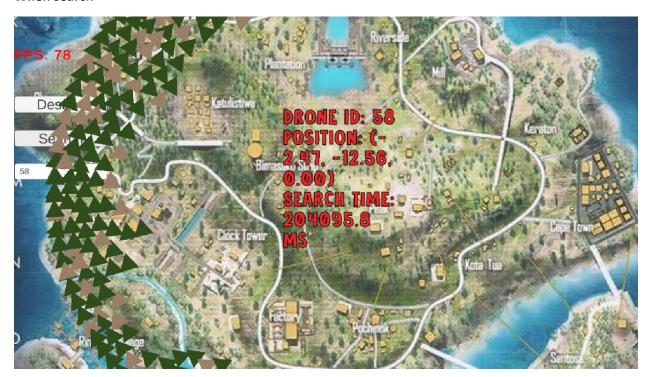
Game layout

Enter drone ID: Enter the drone ID number

Search button: To find drone position. If the drone is found the text found, drone location, and search time will be shown.
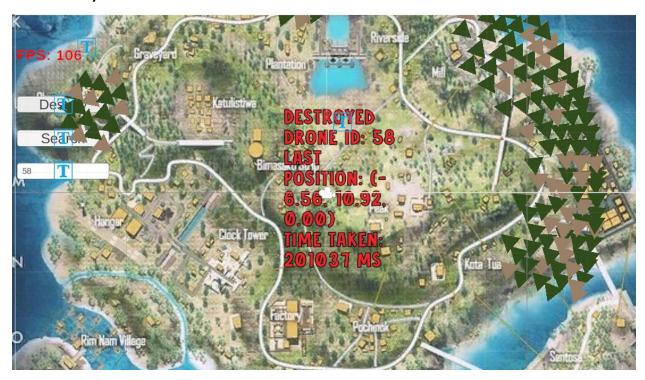
Self- destruct: to destroy the drone. When the drone is destructing the text drone (ID) has destroyed, last drone location and time taken will be showed

FPS: Frame Rate per Second.

When search

When destroy

Time taken

Time taken to find drone 58: 204095.8 ms
Time taken to destroy drone 58: 201037ms

Time taken to find drone 98: 135875.3 ms
Time taken to destroy drone 58: 160038.3ms

Average FPS:
98 - 115

Consol display