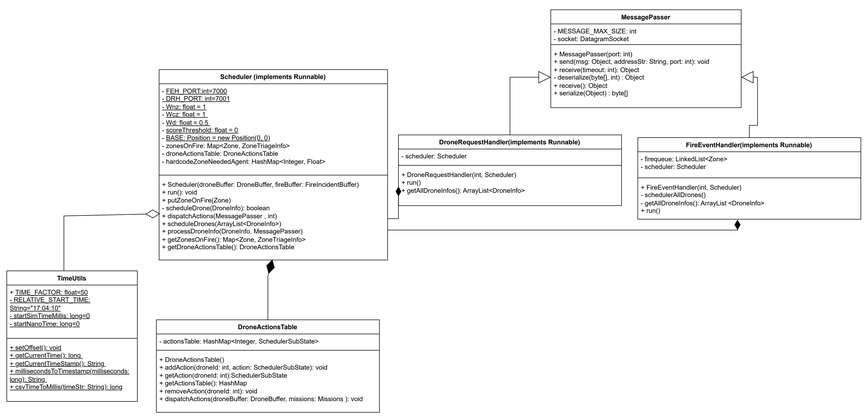
MessagePasser
- MESSAGE_MAX_SIZE: int
- socket: DatagramSocket
+ MessagePasser(port: int)
+ send(msg: Object, addressStr: String, port: int): void
+ receive(timeout: int): Object
- deserialize(byte[], int) : Object
+ receive() : Object
+ serialize(Object) : byte[]
Scheduler (implements Runnable)
- FEH_PORT:int=7000
- DRH_PORT: int=7001
- Winz: float = 1
- Wcz: float = 1
- Wd: float = 0.5
- scoreThreshold: float = 0
- BASE: Position = new Position(0,0)
- zonesOnFire: Map<Zone, ZoneTriageInfo>
- droneActionsTable: DroneActionsTable
- hardcodeZoneNeededAgent: HashMap<Integer, Float>
+ Scheduler(droneBuffer: DroneBuffer, fireBuffer: FireIncidentBuffer)
+ run(): void
+ putZoneOnFire(Zone)
- scheduleDrone(DroneInfo): boolean
+ dispatchActions(MessagePasser , int)
+ scheduleDrones(ArrayList<DroneInfo>)
+ processDroneInfo(DroneInfo, MessagePasser)
+ getZonesOnFire() : Map<Zone, ZoneTriageInfo>
+ getDroneActionsTable(): DroneActionsTable
DroneRequestHandler(implements Runnable)
- scheduler: Scheduler
+ DroneRequestHandler(int, Scheduler)
+ run()
+ getAllDroneInfos(): ArrayList<DroneInfo>
FireEventHandler(implements Runnable)
- firequeue: LinkedList<Zone>
- scheduler: Scheduler
+ FireEventHandler(int, Scheduler)
- schedulerAllDrones()
- getAllDroneInfos(): ArrayList <DroneInfo>
+ run()
TimeUtils
+ TIME_FACTOR: float=50
- RELATIVE_START_TIME: String="17:04:10"
- startSimTimeMills: long=0
- startNanoTime: long=0
+ setOffset(): void
+ getCurrentTime() : long
+ getCurrentTimeStamp() : String
+ millisecondsToTimestamp(milliseconds: long): String
+ csvTimeToMills(timeStr: String) : long
DroneActionsTable
- actionsTable: HashMap<Integer, SchedulerSubState>
+ DroneActionsTable()
+ addAction(droneId: int, action: SchedulerSubState): void
+ getAction(droneId: int):SchedulerSubState
+ getActionsTable() : HashMap
+ removeAction(droneId: int): void
+ dispatchActions(droneBuffer: DroneBuffer, missions: Missions): void