

Simulation of a team of firefighters

- ✓ The language used in this project is JAVA
- ✓ The project was in a group of three so we used **git** in order to manage the project and work efficiently
- ✓ The objective of this project was to create a simulation of a fire and its extinction by robots. In this project we use the Dijkstra algorithm to find the shortest path.
- ✓ In this project I implement the classes which had help to manage the different events such as moving (**src/events/Deplacer.java**) extinct a fire (**src/events/EteindreFeu.java**) filling a tank (**src/events/Remplir.java**) besides this classes that I have implement I have also implemented the class ChefPompier.java (**src/commandant/ChefPompier.java**) this class represent the chief of the fire-fighters it's in this class that we coordinate all the actions of the robots.

Compilation and execution

To compile you can use the command :

- ✓ **make resolution**
- ✓ the command **make exeResolution** allow the execution