# Advancements

* Discovered more about the OpenStreetMap API (Names roads with vectors and intersections/junctions with nodes. This would be very useful for my own implementation of routing
* Discovered that OpenStreetMaps has classifications for road types and multiple sub categories within those categories which will allow for hierarchizing in later development.
* A node in OpenStreetMap consists of a longitude and latitude, which makes it useful when searching for a nearby pollution sensor in order to calculate the dispersion of pollution in that location.
* Streets are defined as vectors and include a tag with their name and other things which are attributed to that street.

# To be continued into following week

* Make connections to MapQuest or Microsoft traffic API after discovering the best alternative
* Put quantitative information in container for appropriate use from get requests
* Make a calculation on a road given X pollution data and Y traffic data