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Development Log

Week 1: (11/18/2020 - 11/25/2020)

11/22/2020: First, we re-clarified our goals based on our mentor's feedback. We made the project more applicable to the real world. Next, we created some template files that we will be using in our final project. Afterwards, we implemented graphs and edges similarly to lab_ml. We imported the necessary data files needed for our final project. We also created a new header file that included the struct (vertex) of an Airport (using data files.)

For the upcoming week, we hope to have a working makefile and we hope to continue modifying our graph and edge files to satisfy our needs.

Week 2: (11/25/2020 - 12/2/2020)

11/27/2020: First, we created our makefile so we can test our code and run our code. Next, we created a class called vertex_parser to create the Airport vertices in our graph. In this file, we parsed the data into a vector of Airport structs. We ran into a few issues with converting strings to ints/doubles, so we made sure to handle cases where a string would not properly convert to a number.

For the upcoming meeting, we plan to add a destructor and add these vertices to the graph. We also plan to parse the edges (routes).