Blue Flag Drone Test

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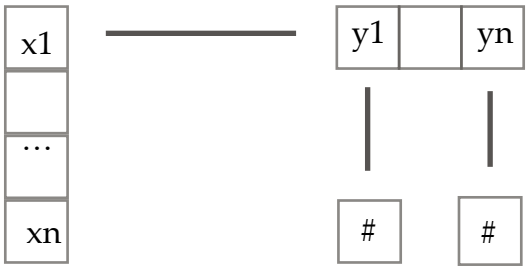
Changes Introduced

To solve the third part of this test (1000 drones taking turns), I've decided to implement it for x number of drones, so the programs asks for the number of drones working at the same time. The location of every drone is stored in an ArrayList. There is also a variable to keep track of the drone's turn.

Implementation

To solve this test I've used Java language (JDK 7u79, java version 1.7.0_79).

My program reads the instructions provided by an input file, and stores the locations (x,y) that were photographed, including the number of times they were photographed. To do this, I've used a HashMap object which key is the 'x' coordinate, and the value is another HashMap. The key of this second HashMap is the 'y' coordinate, and the value the number of times that location was photographed:



The output, displayed on console, is the number of billboards that were photographed at least once, and also an output file is created with all the billboards locations and the number of times they were photographed. This output file is located in the same path as the input file and the name is *<inputFileName>TestResult.txt*
The locations can be negative, due to the initial location is set to (0,0).

Instructions

I have included a build.xml file located at *Blue Flag Drone Test3/lib*.

To run build.xml file, ANT must be already installed and the library unit.jar located in *ANT_HOME/lib*. This library can be found in the path *Blue Flag Drone Test3/lib*.

To build the application, place in build.xml path, then run the command:
>ant

BlueFlagDroneTest.jar is generated in *Blue Flag Drone Test3/lib/build* folder.
To run the application, place in *./build* path or type the full path run the command:
>java -jar BlueFlagDroneTest3.jar <inputfile>

<inputfile> is optional. If no arguments, then the application reads from console.