**16.26 and 16.28 are changes to the code**

**In 16.26 we added exceptions and try and catches, most obvious potential errors were already caught but we found and caught two.**

**In 16.28 we added variables to track taxi passenger travel count, and without passenger. We printed this value with System.out.Println**

**EX 16.27**

The statistical information stored in this later stage of development is idle time for taxis in the vehicle class and missedPickups in passengerSource. I experimented with the number of taxis available to see if this would influence missedPickups and then changed the creation probability for a passenger.

**Results:**

**No. of Taxis = 5**

**Creation Probability(passenger) = 0.06(original value)**

MissedPickups = 1

Idle Time = 3142

**No. of Taxis = 10**

**Creation Probability(passenger) = 0.06(original value)**

MissedPickups = 0

Idle Time = 4116

**No. of Taxis = 5**

**Creation Probability(passenger) = 0.10**

MissedPickups = 8

Idle Time = 1985

**No. of Taxis = 10**

**Creation Probability(passenger) = 0.10**

MissedPickups = 0

Idle Time = 6198

**Evaluation of Data:**

· It is clear that if the number of taxis available is greater, then the number of missed Pickups is lower and Idle Time is also higher.

· If creation probability of a passenger is greater, then missed Pickups is also greater but idle time is lower.