ISE - Assignment 2
Sequence Diagram - Use Case 2

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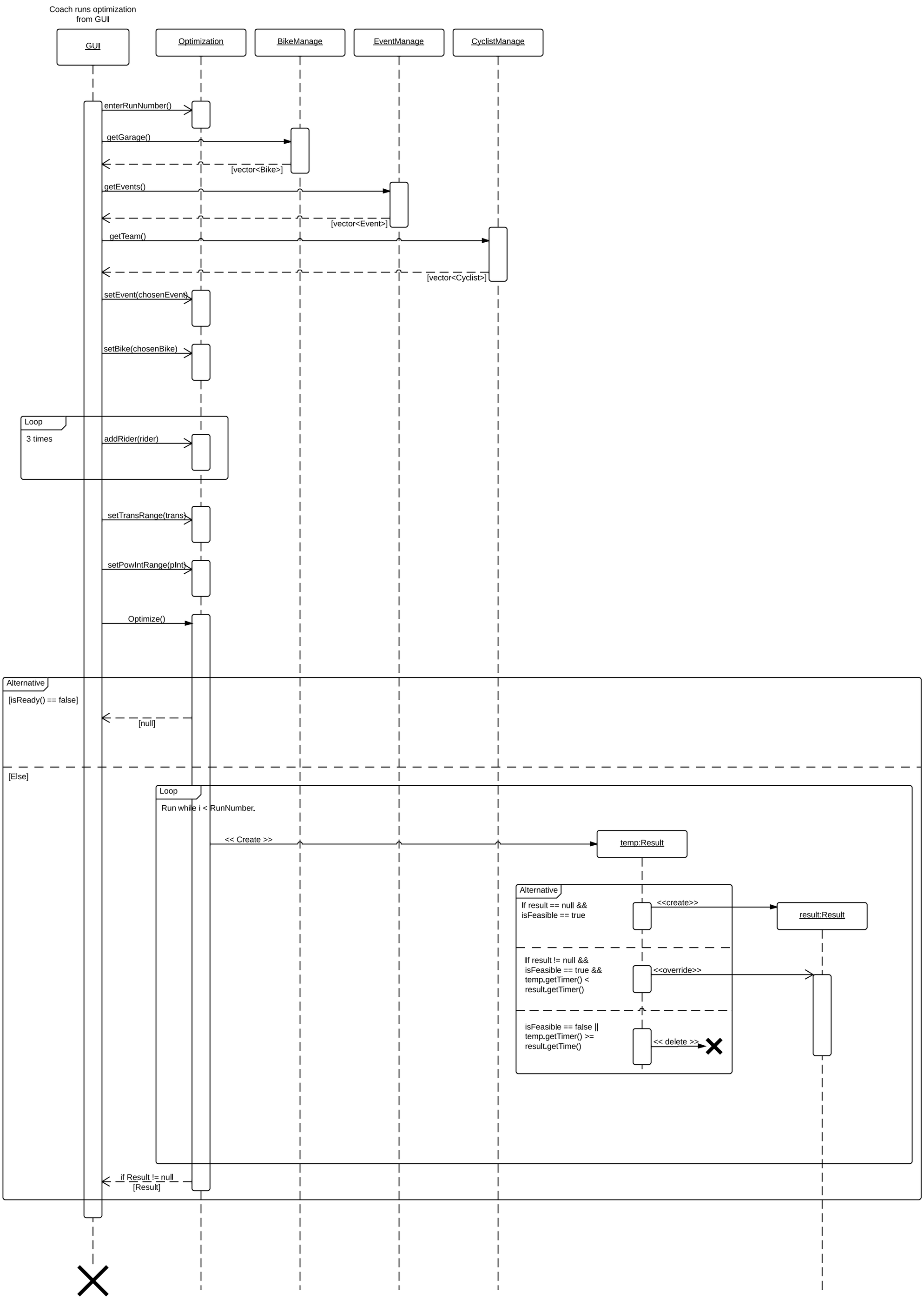

Sequence Diagram 2

The coach uses the GUI to try and find the optimum strategy for an event.

Enter the number of time optimization will simulate the event in the GUI.

A list of bikes, events and cyclists is called up by the GUI by calling get() for each field.

Selects from each of these lists.

Enter a range of values for strategies that is to be tested.

Optimize() is then called.

isReady() checks that all entered values are acceptable.
Return null if false
calls loop if true.

Inside loop a Result object called temp is created every pass.
If there isn't a result object and the temp.isFeasible()==true then create result and temp is copied in to it.
Else if it was not the first run and result already exists and temp.isFeasible() == true and
temp.getTimer() < result.getTimer() then copy temp in to result.
Else if temp.isFeasible()==false or temp.getTimer() >= result.getTimer(), delete it.

Return result if result != null.