

Daily Log

Monday February 10

I began inputting the reading of the map file through my Javascript web server. I added the ability to comment my input files, so they are more readable (and so I remember what each input does). When reading the input files, the Javascript web server ignores lines that begins with `"#"`s.

Tuesday February 11

I realized that the commenting in my input files was not being ignored by my main C++ simulation program. I decided that it would be too much of a hassle to make my C++ ignore the comments in the input file. As a result, I removed all of the comments from my input files and instead created a `"format.txt"`, which stored information about each of the input parameters. I also continued to work on adding the ability to preview maps through the Javascript web server.

Thursday February 13

I finished adding code that allows my Javascript web server to show preview maps without actually running the main C++ simulation program. I also continued looking into the OpenStreetMap API for downloading real world maps.

Timeline

Date		Goal	Met
1/13/20 1/19/20	-	Reduce execution time and output data by not generating <i>Events</i> in certain circumstances	Yes
1/20/20 2/2/20	-	Test varying percentages of DTD population	Yes
2/3/20 2/16/20	-	Visualize input data on web server without running the program	Yes
2/17/20 2/23/20	-	Research how to import real maps from OpenStreetMap	
2/24/20 3/1/20	-	Begin implementing importation of real maps from OpenStreetMap	

Reflection

Last week, our class periods were mainly presentations. This week, I implemented the ability to preview Maps through my Javascript web server. This allows me to not have to run the main C++ simulation program when I create new maps. This increases the speed of validating new input files and also ensures that they look exactly how I want them to look. Although I ran into some issues at the start of the week with another new commenting feature that I wanted to add, I was still able to reach my goal for this week. I want to continue my previously planned goal for next week to research the OpenStreetMap API.