

Assignment 1



- Implement a function that can read the information shown in the figure.



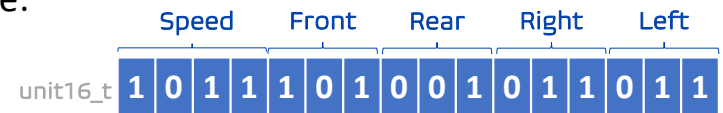
Assignment 2



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- Write a function which can encode the information in the given figure:

- Speed / 20
- Distance / 150



Bonus 1



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- Implement a ring buffer – you don't need to check whether a cell is in used.

Bonus 2



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- Implement an object pool – let the user know if there is no empty slots available.