

Project Iteration 4

Due Mar 29

Breakdown

Diagrams

- Update Sequence: Yusuf
- Update UML: Yusuf
- State Machine Diagram: Yusuf
- Timing Diagrams: Andrei

Code

- Changes the event class to accept faults (change the csv and change the severity (DRONE_STUCK, NOZZLE_JAMMED, CORRUPTED_MESSAGE)) - Andrei
- When FireIncident sends an incorrect event, the scheduler should send it back letting the class know that the event was incorrect and the fireIncident should send it back (add it to the back of the queue (fireIncident's queue)). - Mahad
- When a drone receives a fault, depending on what type of fault it is (it should behave accordingly) - Abdel
- Add timing events so that if the timer goes off before a drone reaches a zone, then your system should assume a fault - Yasmin
- Unit testing - Hundrey
- Feedback from iteration 3: None!

Members: Everyone