UDACITY

< Return to "Self-Driving Car Engineer" in the classroom

DISCUSS ON STUDENT HUB

# Kidnapped Vehicle

审阅

代码审阅

HISTORY

## Meets Specifications

Dear Learner,
I must say this submission was indeed enjoyable to review. I appreciate and commend the efforts and hard work put into this piece. Congratulations👏👏for making it pass this stage of learning with us and I wish that this spirit is carried forward in subsequent projects. You should be proud of yourself because success is no accident. It is hard work, perseverance, learning, studying, sacrifice and most of all, love of what you are doing or learning to do. Please keep practicing on these projects and I wish you all the best.💪

### More In-depth knowledge

You might want to check out the following for more on particle filters:

- Sebastian's article about the particle filter in robotics.
- Parallel resampling in the particle filter
- Particle filters
- An Introduction to Particle Filtering
- A Tutorial on Particle Filtering and Smoothing: Fifteen years later
- Particle Filtering for Tracking and Localization

### Accuracy

This criteria is checked automatically when you do ./run.sh in the terminal. If the output says "Success! Your particle filter passed!" then it means you've met this criteria

Your particle filter passed!" then it means you've met this criteria.

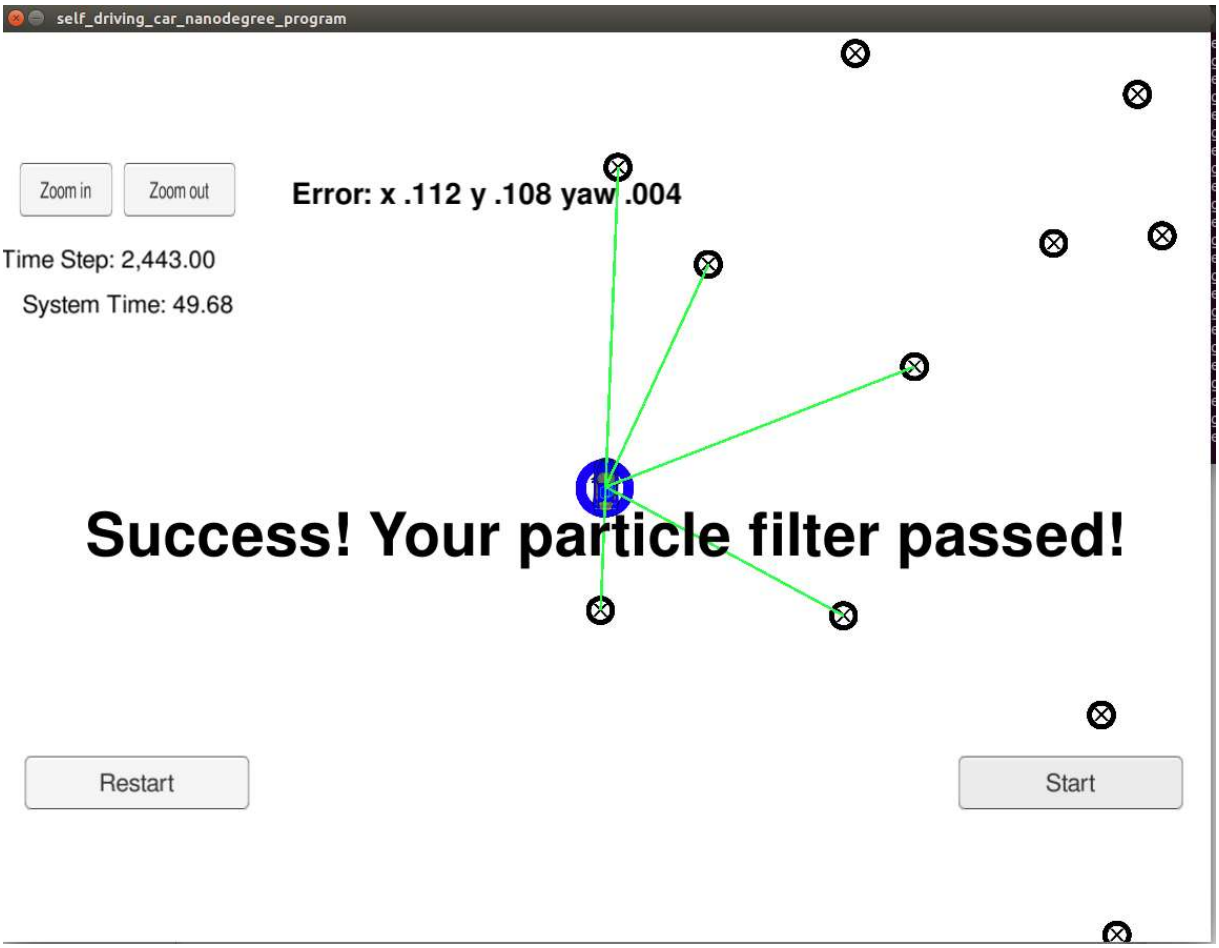
The project compiled successfully with `build.sh` and after running `run.sh`, the solution ran very well in the simulator without any issues. This shows that you took time and implemented the project with a lot of caution. Keep it up!

```
Scanning dependencies of target particle_filter
[ 33%] Building CXX object CMakeFiles/particle_filter.dir/src/particle_filter.cpp.o
[ 66%] Building CXX object CMakeFiles/particle_filter.dir/src/main.cpp.o
[100%] Linking CXX executable particle_filter
[100%] Built target particle_filter
```

## Performance

**This criteria is checked automatically when you do ./run.sh in the terminal. If the output says "Success! Your particle filter passed!" then it means you've met this criteria.**

Good job here! Your work displays `"Success! Your particle filter passed!"` when run in the simulator and your runtime is `49.68` which is much less than the set maximum runtime of 100 seconds. Nice work! 👏




## General

**There may be ways to "beat" the automatic grader without actually implementing the full particle filter. You will meet this criteria if the methods you write in particle_filter.cpp behave as expected.**

The functions in the implementation file `particle_filter.cpp` were carefully implemented with great finesse and logic. Keep up with this hard work!

## More In-depth knowledge

The following links will help improve your knowledge in c++:

- Tips and Tricks for c++ Professionals.
- How To Document and Organize Your C++ Code.
- Advanced C++ Techniques Explained.
- Wiki books-Optimizing C++
- Stackoverflow thread-General C++ Performance Improvement Tips

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