

CENG 492

Weekly Progress Report (last two weeks' report)

May 3, 2012 – May 11, 2012

Simulation Core Component Features Integration – Sensor Feature

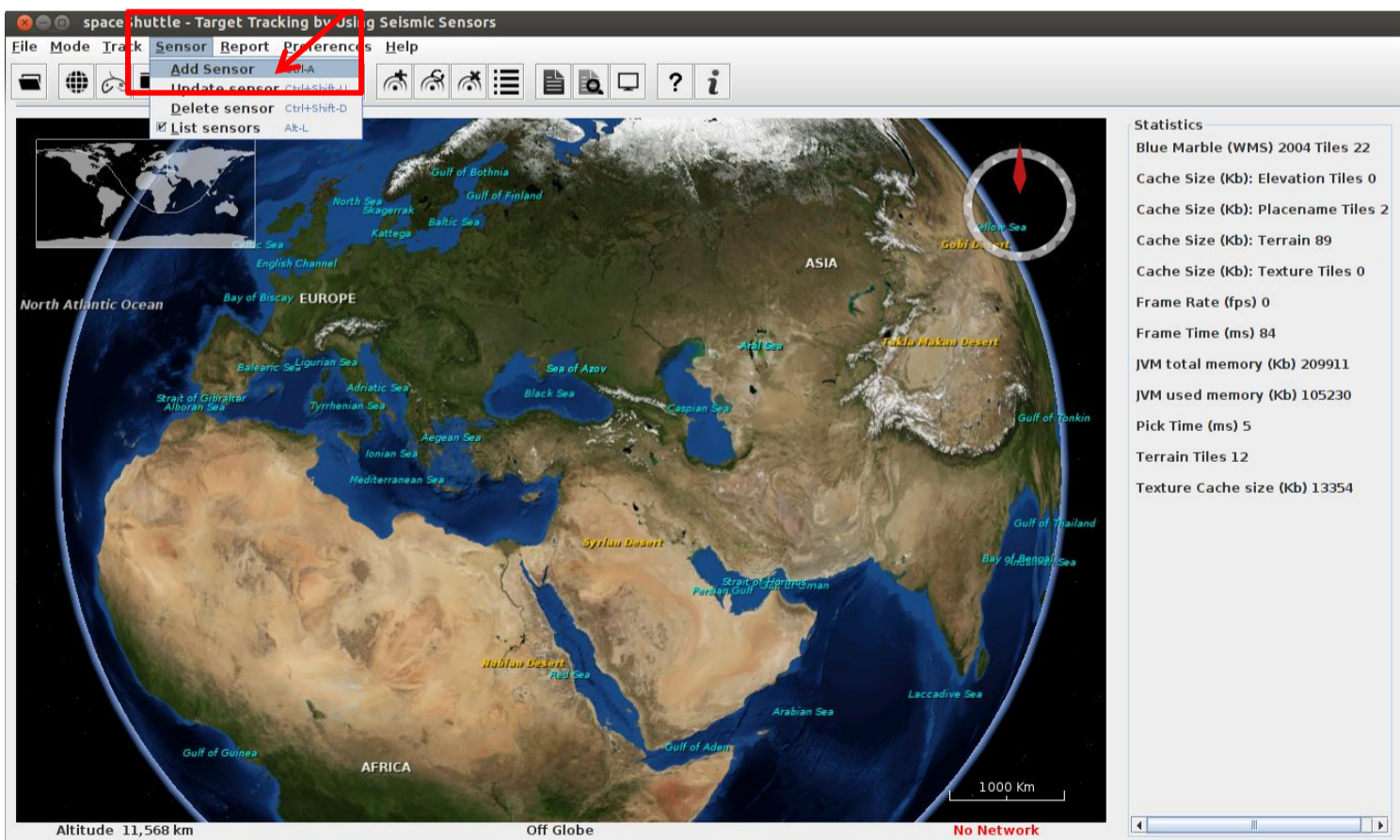
Mustafa MIZRAK

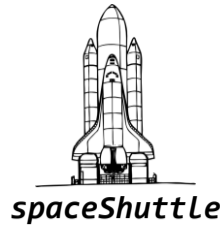
In this week and the previous week, I focused on sensor manipulation (sensor addition, sensor deletion, sensor updating and listing all sensors) of our graduation project. I implemented to adding multiple sensors on the *layer* of *WorldWindGLCanvas* of the main screen.

User provides the sensor information via a *pop-menu*. It is used for getting the required data including a sensor name, sensor position (latitude, longitude) and active status (enabled or disabled) for *sensorAnnotation* class. I get those data by standard input as string data type. I process these strings and initiate a *sensorAnnotation* class and I send this class to the sensor addition function. A simple usage scenario is shown:

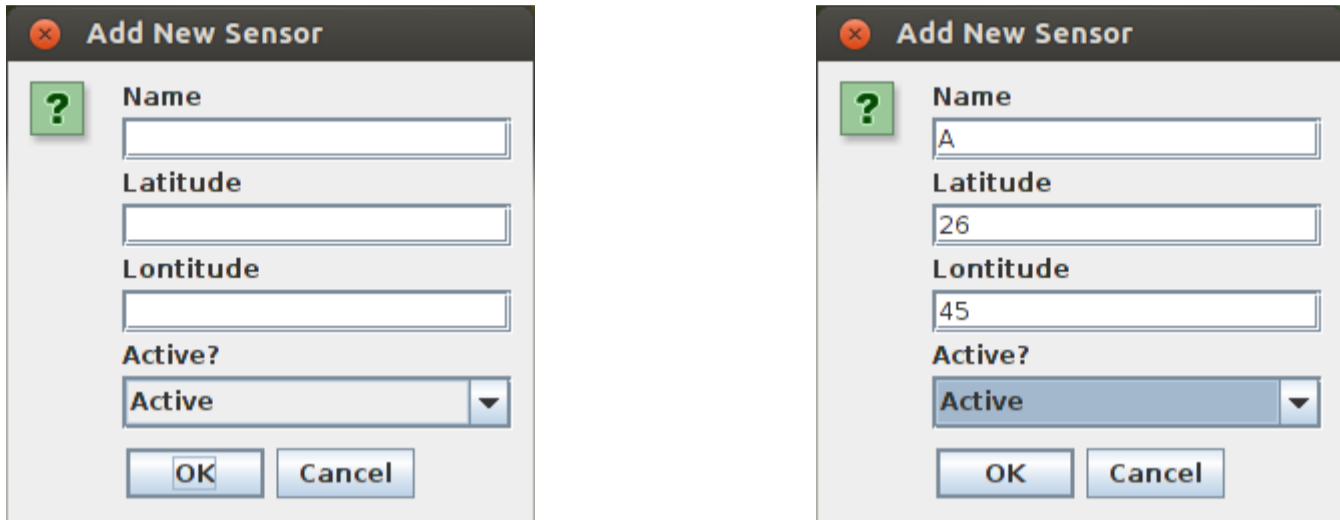
Usage/Sample Demonstration of Sensor Addition Functionality:

1. User clicks 'Sensor → Add Sensor' button in the menubar.



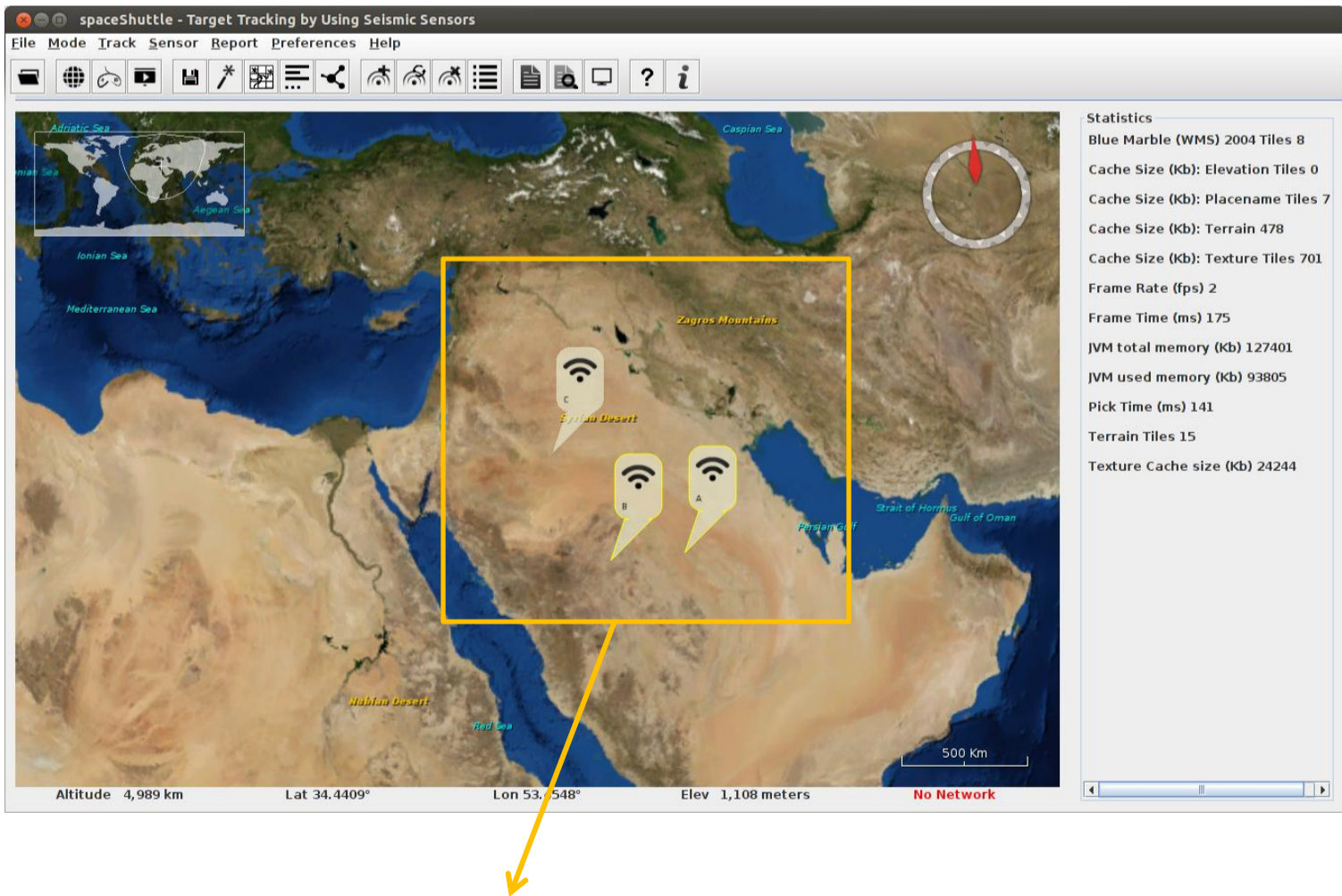


2. A pop-up menu is displayed to get required data for creating a new *sensorAnnotation* class.

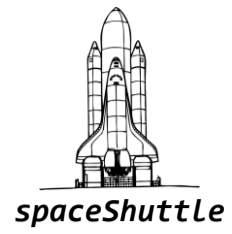


It requires a sensor name, position coordinates in degree (lat and lon values) and active status.

3. After filling the fields, a sensor is placed on 3D real amp according to the lat and lon values. A simple added map that contains three sensors named A, B and C is shown below:



Three sensors are added on the map. A listener is added is one of them to indicate/show their information whenever mouse is placed near to each one.



Next week (actually less than a week, a few days), I will focus on the sensor deleting and update. I have implemented; however, there is a bug so I could not achieve to delete a sensor. I will handle that issue. The code I wrote was uploaded SVN repository.