# WEEKLY PROGRESS REPORT

## Team: Venture Co.

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## Week Reported: 29.03.2012 – 05.04.2012

## Progress:

I couldn't show the battery times of the agents because my thoughts didn't work like I planned. But I have a battery algorithm which determines the battery consumptions of the agents according to their velocities. The real UAV's have navigations that can instantly get the remaining battery values so the algorithm won't be so crucial for implementing our project to real life. I will implement my algorithm and will show it in a panel which will be the console in our program. If the user will select show agents' datas button which will be implemented in this iteration the console screen will show the details(in this iteration there will be only velocities and remaining batteries) of all agents. By the way I did create the consolePanel at the right of the map panel.

I tried a code like this in createandshowgui

**if**(*simulationStarted*) {

**if**(befTime == 0) {

befTime = time.getTime();

}

**else** {

**if**(currentTime > befTime+1000) {

**for**(**int** i=0;i<*agent*.getList().size();i++) {

*agent*.getList().get(i).setRemainingBattery(*agent*.getList().get(i).getRemainingBattery()-(1\**agent*.getList().get(i).getMaxVelocity()));

}

befTime = currentTime;

}

}

}

But I understood that I need a thread for counting the time for calculating and showing all battery consumptions.