

Install Simulation FrameworkV2

Put the SimulationFrameworkV2.zip archive in the directory for your Comp 282 projects. For example assume you have created an initial directory structure like below in which to work on your 282 class projects. The following text assumes a Windows system – the file separator is a ‘\’. If you are using Linux or Mac OSX your file separator will be ‘/’.

```
Directory of C:\Users\...\cs282\projects
```

```
<DIR> .
<DIR> ..
1,023,412 SimulationFrameworkV2.zip
```

Uncompress (expand, unzip) the SimulationFrameworkV2.zip in its current directory. This will create the following directories and files. (There are subdirectories under Doc that are not shown here.)

```
Directory of C:\Users\...\282\projects
```

```
<DIR>      .
<DIR>      ..
<DIR>      SimulationFrameworkV2
1,023,412 SimulationFrameworkV2.zip
```

The SimulationFrameworkV2 directory contains the two example java programs, files used by the two example programs, and the SimulationFramework directory. DemoSimFrame.java shows how several of the SimulationFramework’s classes can be used. EmptySimFrame.java is a “starter file” for your first assignment. It will load the terrain image file you will use in the class assignments.

```
Directory of C:\Users\...\282\projects\SimulationFrameworkV2
```

```
<DIR>      .
<DIR>      ..
<DIR>      SimulationFramework
38,237     author.png
1,703     BayesBot.java
113,112   cloud.png
7,829     DemoSimFrame.java
4,558     EmptySimFrame.java
9,075     RandomBinaryTreeDemo.java
2,154     RandomBinaryTreeDemo.png
3,101     renzo.png
```

The SimulationFramework directory contains the framework's java classes. It also has two subdirectories. The Doc directory contains the "javadoc" for the framework. Clicking on its index.html will display the documentation in your browser. The UML directory contains image files used in the framework's documentation. The files "makeAll.bat" will rebuild the framework and its documentation from the command line. The file "makefile" will also rebuild the framework and its documentation from the command line, it also has comments describing how to edit the file for use on Linux or Mac OSX systems.

Directory of
C:\Users\...\282\projects\SimulationFrameworkV2\SimulationFramework

```
<DIR>      .
<DIR>      ..
<DIR>      Doc
<DIR>      UML
9,606      AnimatePanel.java
3,018      Bot.java
2,305      Connector.java
489        Drawable.java
563        makeAll.bat
371        makefile
3,431      Marker.java
8,144      SimFrame.java
```

You need to know how to build the framework and your assignments. On your system, navigate to

```
...\282\projects\SimulationFrameworkV2\SimulationFramework\Doc\
```

and open the file "index.html" in your browser (click on it). Your browser will display the "Overview" of the documentation. If you scroll down bottom you will see notes on how to set your classpath for building programs.

Once your classpath has been set in your system, or IDE of choice, compiling the EmptySimFrame.java file will compile all the classes in the framework.

There are several java compilers. Some do not enforce the Oracle Java specification wrt naming of class files. I will build and test your submissions with Oracle's Java JDK 6 and your submission must be compliant with Java specifications. (The open source java compilers for some Linux distros compile non-compliant java source code.)