

# Echtzeitsysteme 2

## Eisenbahn

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# Gliederung

- 1 Com
- 2 TrixCom
- 3 Train
- 4 TrainOrganizer
- 5 SectionState
- 6 Section
- 7 Routing
- 8 Schedule
- 9 RailwaySystem

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# Com

- Test mittels Notebook und minicom
- Test mittels angeschlossener Eisenbahn

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# TrixCom

- `init()`
- `get()`
- `send()`
- `switch()`

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# Train

- **init()**
- getLight() & switchLight()
- getLocation()
- getSpeed()
- driveForward()
- driveBackward()
- stop()

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# TrainOrganizer

■ addTrain()

■ Konsistenzprüfung

# TrainOrganizer

- addTrain()

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# SectionState

■ **set()**

■ Überprüfung

# SectionState

- set()
- Überprüfung

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# Section

■ Belegtstatus

■ setWay()

# Section

- Belegtstatus

- `setWay()`

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# Routing

■ oft verwendetes Software-Modul

■ getestet durch ICPC :)

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# Schedule

- einfaches Array

- getNextGoal() liefert nächsten Eintrag

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# RailwaySystem

- noch Probleme
- wir arbeiten dran :)