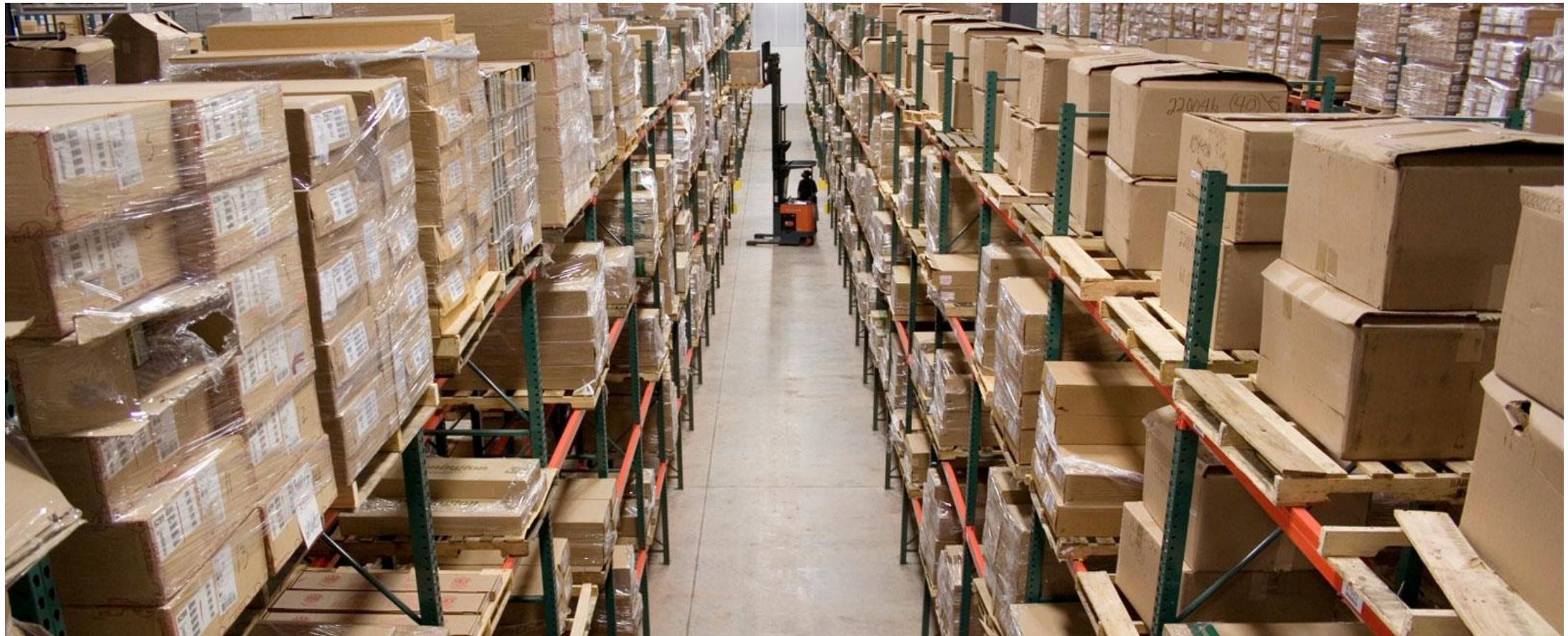


Project 2 - Warehousing



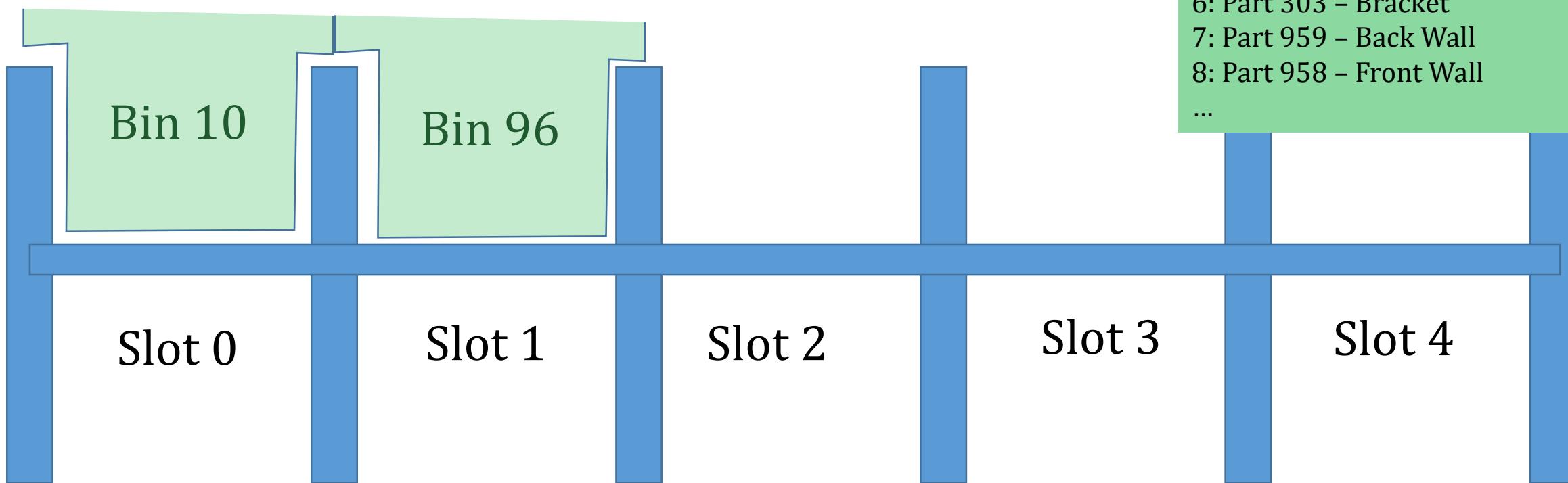
Kit building

- Building kits from an order
- Each kit is custom-assembled
- There is a list of parts that go into a kit
 - The “order” for that kit

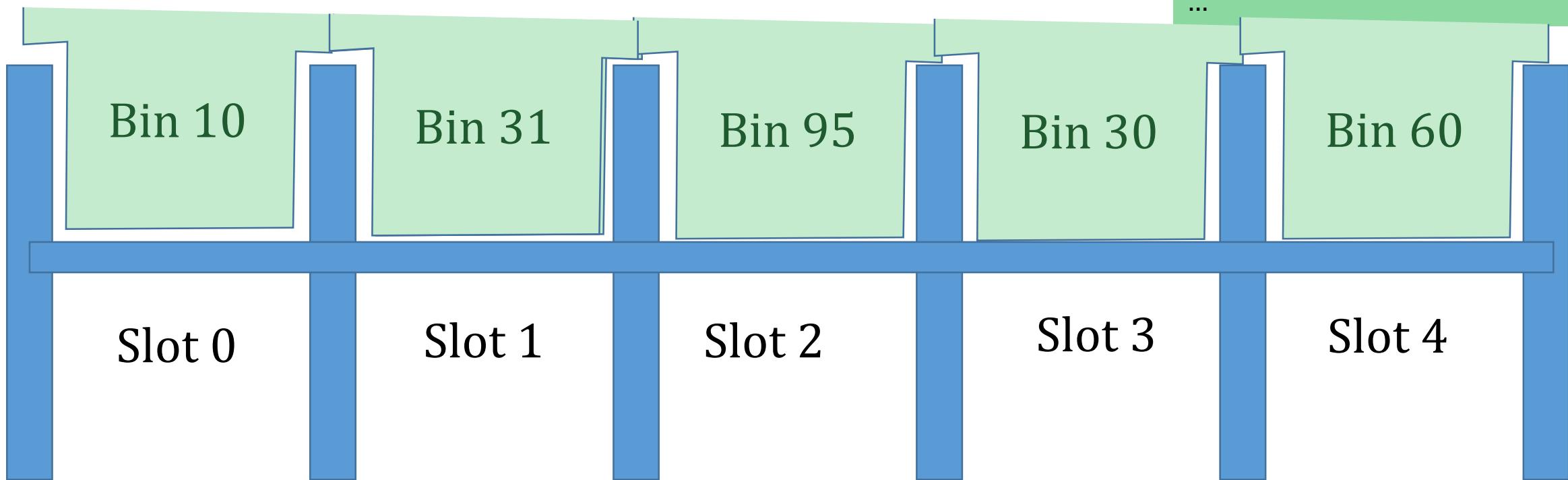
ORDER1 : Kit 1 – Birdhouse

1: Part 100 - Base
2: Part 967 – Left Wall
3: Part 963 – Left Wall Screw
4: Part 964 – Left Wall Bolt
5: Part 958 – Right Wall
6: Part 303 – Bracket
7: Part 959 – Back Wall
8: Part 958 – Front Wall
...

Your Workbench



Your Workbench



Warehouse Interface: Orders

- `int openOrder(char * orderFile)`
 - Opens an order file (e.g. order1.txt)
 - Returns 1 (true) if it worked, 0 if not
- `int nextPartNumber()`
 - Returns the part number of the next part in the order
- `int fetchNextPart()`
 - Gets the next part number from one of the bins on the bench
 - Then reads the next part number – returns true (1) if there is another
- `void closeOrder()`
 - Closes the order file and calculates profit

Warehouse Interface: Workbench

- void fetchBin(int bin, int slot)
 - If there is already a bin in the specified slot, return it
 - Fetch the specified bin, and put it in the (now empty) slot
- int binInSlot(int slot)
 - Returns the bin number of the bin in the specified slot (-1 if empty)

Challenge

- Don't return a bin that you are going to need soon!
 - if you do, you have to pay for sending it back, and then getting it again
- Don't know if you will need that bin again soon!
 - No "look-ahead" to see what parts in the order you are going to need
- Only know one thing about orders:

"Part numbers tend to be sequential, but when the sequence is not followed, there is a high probability that the next part number showed up recently on the order."