

TDOA UI
end of summer recap

LUCY

MAIN GOALS

- Clean up user interface to improve usability, look and feel
 - Move customization from terminal to UI
 - Make hard-coded properties editable from UI
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For development purposes only

For development purposes only

For development purposes only

For development purposes only

For development purposes only

Heatmap Markers Load Map

TDOA Geolocation Simulation

Location

Lat: 39.178516783305184

Lon: -76.80193708453326

Alt: 0

Dist from actual loc:

NaN m

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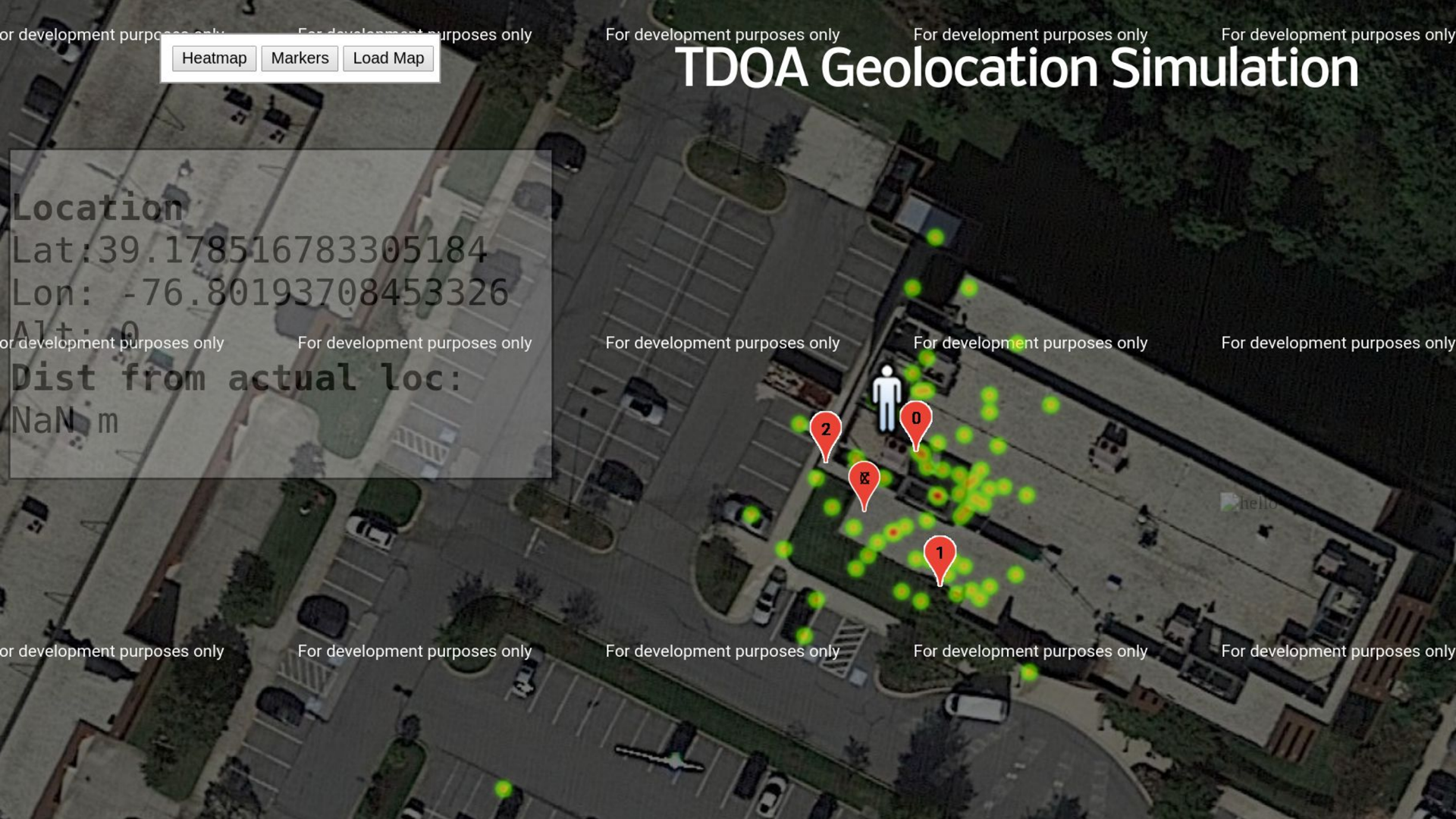
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TDOA Geolocation Simulation

Enter (X, Y)

Root1
 Root2
 All

Number of Receivers
Enter a number

Started setting up UI to allow for terminal inputs

Set Center

Latitude

Longitude

listener_success

hello

Added a listener for mouse hover to read latitude and longitude of mouse location on map

On click, menu appears with heatmap, markers, and load map buttons

Initial Screen

Enter necessary simulation inputs



TDOA Setup

Receivers:

Iterative Non-Iterative

Continue

Initial Screen

Enter necessary simulation inputs

TDOA Setup

Receivers:

Enter Initial Guess of Transmitter Location

Latitude:

Longitude:

Altitude:

[Continue](#)



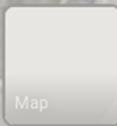
hello



CAVU Advisors



Geon Technologies



Map

Google



TDOA Geolocation Simulation

LOCATION
Latitude:
Longitude:
Altitude:
Distance from Actual Location:

SET CENTER

ROOTS

MAP CUSTOMIZATION

SETUP



LESSONS LEARNED

TECHNICAL SKILLS

- WebSockets, servers, ports, hosts (host : port / server)
- Java, HTML, CSS refresher
- Python
- Terminal

WORK SKILLS

- Jumping into projects
 - Trial and error
 - How to work from home
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