TBKMath documentation

# Network<T>

## *Nodes* are objects of type T

## *Neighbors* is a Dictionary<T, List<T>> providing a list of nodes for each node.

## *AttachNode*(T node, List<T> neighbors)

1. If node is not in Nodes, adds it and adds the neighbors to Neighbors keyed by node.
2. If node is already in Nodes, adds each member of neighbors to Neigbors[node] if necessary.
3. Steps through the nodes in neighbors, adding each neighbor to Nodes if necessary, and adding node to Neighbors[neighbor] if necessary.

# ScoreManager and ScoreManager2

Both of these classes keep lists of objects that are paired up with numerical scores. Both use an enumerator that allows one to iterate through the lists, skipping any object that is marked as “inactive”. Inactivity is a consequence of having a score less than the current max score minus a fixed differential. That fixed differential is set to 4.605 by default (due to its original application).

## *ScoreManager<T>* maintains separate lists of T items and double scores. *Sort* is unimplemented.

## *ScoreManager2<T>* maintains a single list of ScoredObject<T>. *Sort* is implemented.