Compile: mpicc Fleet_Sim.c
Run: mpirun -np [num1] ./a.out [num2]

Note:
- [num1] is the number of processors
- [num2] is the number of vessels
- If you want each processor controls only one vessel, then [num1] should be equal to [num2]. E.g. You want 30 processors and 30 vessels:

```
mpirun -np 30 ./a.out 30
```

- If you want each processor controls more than one vessels, then [num1] should be less than [num2]. E.g. You want 16 processors and 200 vessels:

```
mpirun -np 14 ./a.out 200
```

- Due to the structure and design of the code, at first, the system has to allocate vessels (some or only one) to slave processors. Hence, if we want to use many processors (e.g. 100 processors), it will take a longer time for initialization. The initialization time would be 5 - 10 seconds.