

## Algorithms TSP

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# Chapter 1

## TSP

### Author

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### Version

1.0

### Date

2020-1-31

### Warning

Do not run over  $n = 11$

## 1.1 Compilation

To compile this was built on a linux system with gcc and was only ever tested on a linux system was testes with clion



## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">Point</a> . . . . .	<a href="#">7</a>
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## Chapter 3

# File Index

### 3.1 File List

Here is a list of all files with brief descriptions:

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/home/christian/Documents/Algorithms_Project1/ <a href="#">exhaustive.h</a> . . . . .	10
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## Chapter 4

# Class Documentation

### 4.1 Point Class Reference

```
#include <Point.h>
```

#### Public Member Functions

- [Point](#) (int [x](#), int [y](#))
- [Point](#) ()

#### Public Attributes

- int [x](#)
- int [y](#)

#### Friends

- bool [operator<](#) (const [Point](#) &leftPoint, const [Point](#) &rightPoint)

### 4.1.1 Constructor & Destructor Documentation

#### 4.1.1.1 [Point\(\)](#) [1/2]

```
Point::Point (  
    int x,  
    int y ) [inline]
```

#### 4.1.1.2 Point() [2/2]

```
Point::Point ( ) [inline]
```

### 4.1.2 Friends And Related Function Documentation

#### 4.1.2.1 operator<

```
bool operator< (
    const Point & leftPoint,
    const Point & rightPoint ) [friend]
```

### 4.1.3 Member Data Documentation

#### 4.1.3.1 x

```
int Point::x
```

#### 4.1.3.2 y

```
int Point::y
```

The documentation for this class was generated from the following file:

- [/home/christian/Documents/Algorithms\\_Project1/Point.h](#)

## Chapter 5

# File Documentation

### 5.1 /home/christian/Documents/Algorithms\_Project1/CMakeLists.txt File Reference

### 5.2 /home/christian/Documents/Algorithms\_Project1/exhaustive.cpp File Reference

```
#include "exhaustive.h"  
#include "helpers.h"  
#include <algorithm>
```

#### Functions

- int `getPermutations` ()
- double `getMinDist` ()
- void `createPermutations` (vector< `Point` > `allPoints`, int numberOfPoints)
- void `calculateExhaustive` ()

#### Variables

- int `permutations` = 0
- double `minDist`
- vector< vector< `Point` > > `potentialPaths`

#### 5.2.1 Function Documentation

##### 5.2.1.1 `calculateExhaustive()`

```
void calculateExhaustive ( )
```

#### 5.2.1.2 createPermutations()

```
void createPermutations (
    vector< Point > allPoints,
    int numberOfPoints )
```

#### 5.2.1.3 getMinDist()

```
double getMinDist ( )
```

#### 5.2.1.4 getPermutations()

```
int getPermutations ( )
```

### 5.2.2 Variable Documentation

#### 5.2.2.1 minDist

```
double minDist
```

#### 5.2.2.2 permutations

```
int permutations = 0
```

#### 5.2.2.3 potentialPaths

```
vector<vector<Point> > potentialPaths
```

## 5.3 /home/christian/Documents/Algorithms\_Project1/exhaustive.h File Reference

```
#include <algorithm>
#include <iostream>
#include <vector>
#include "Point.h"
```

## Functions

- void `createPermutations` (vector< `Point` > `allPoints`, int `numberOfPoints`)
- void `calculateExhaustive` ()
- int `getPermutations` ()
- double `getMinDist` ()

### 5.3.1 Function Documentation

#### 5.3.1.1 `calculateExhaustive()`

```
void calculateExhaustive ( )
```

#### 5.3.1.2 `createPermutations()`

```
void createPermutations (
    vector< Point > allPoints,
    int numberOfPoints )
```

#### 5.3.1.3 `getMinDist()`

```
double getMinDist ( )
```

#### 5.3.1.4 `getPermutations()`

```
int getPermutations ( )
```

## 5.4 /home/christian/Documents/Algorithms\_Project1/helpers.cpp File Reference

```
#include "helpers.h"
#include "math.h"
#include <time.h>
```

## Functions

- double `calculateDistance` (`Point` current, `Point` option)
- int `generateRandomPoints` (int min, int max)
- int `generateRandomN` ()
- int `generateBigRandomN` ()

### 5.4.1 Function Documentation

#### 5.4.1.1 `calculateDistance()`

```
double calculateDistance (  
    Point current,  
    Point option )
```

#### 5.4.1.2 `generateBigRandomN()`

```
int generateBigRandomN ( )
```

#### 5.4.1.3 `generateRandomN()`

```
int generateRandomN ( )
```

#### 5.4.1.4 `generateRandomPoints()`

```
int generateRandomPoints (  
    int min,  
    int max )
```

## 5.5 `/home/christian/Documents/Algorithms_Project1/helpers.h` File Reference

```
#include "Point.h"
```



## Functions

- double `calculateDistance` (`Point` current, `Point` option)
- void `addToPath` (`Point` nextPoint)
- int `generateRandomPoints` (int min, int max)
- int `generateRandomN` ()
- int `generateBigRandomN` ()

### 5.5.1 Function Documentation

#### 5.5.1.1 `addToPath()`

```
void addToPath (  
    Point nextPoint )
```

#### 5.5.1.2 `calculateDistance()`

```
double calculateDistance (  
    Point current,  
    Point option )
```

#### 5.5.1.3 `generateBigRandomN()`

```
int generateBigRandomN ( )
```

#### 5.5.1.4 `generateRandomN()`

```
int generateRandomN ( )
```

#### 5.5.1.5 `generateRandomPoints()`

```
int generateRandomPoints (  
    int min,  
    int max )
```

## 5.6 /home/christian/Documents/Algorithms\_Project1/main.cpp File Reference

```
#include <iostream>
#include <fstream>
#include "Point.h"
#include "helpers.h"
#include "exhaustive.h"
#include <sstream>
#include <queue>
#include <chrono>
#include <thread>
```

### Functions

- void [loadFile](#) (string fileName)
- void [generateFiles](#) (int min, int max)
- void [primaryLogic](#) ([Point](#) startPoint)
- void [buildRandomList](#) (int n, int min, int max)
- void [cleanUp](#) ()
- void [analysis](#) ()
- int [main](#) ()

### Variables

- int [numberPoints](#) = 10
- double [finalDistance](#) = 0
- int [numberOfFiles](#) = 4
- vector< [Point](#) > [thePath](#)
- vector< [Point](#) > [allPoints](#)
- vector< [Point](#) > [copyAllPoints](#)

### 5.6.1 Function Documentation

#### 5.6.1.1 [analysis\(\)](#)

```
void analysis ( )
```

Primary analysis file

#### 5.6.1.2 [buildRandomList\(\)](#)

```
void buildRandomList (
    int n,
    int min,
    int max )
```

Used when testing manually

### 5.6.1.3 cleanUp()

```
void cleanUp ( )
```

### 5.6.1.4 generateFiles()

```
void generateFiles (
    int min,
    int max )
```

\ A function for generating test files

### 5.6.1.5 loadFile()

```
void loadFile (
    string fileName )
```

\ A function for loading a parsing test files

### 5.6.1.6 main()

```
int main ( )
```

### 5.6.1.7 primaryLogic()

```
void primaryLogic (
    Point startPoint )
```

\Function used for nearest-neighbor calculations

## 5.6.2 Variable Documentation

### 5.6.2.1 allPoints

```
vector<Point> allPoints
```

#### 5.6.2.2 copyAllPoints

```
vector<Point> copyAllPoints
```

#### 5.6.2.3 finalDistance

```
double finalDistance = 0
```

#### 5.6.2.4 numberOfFiles

```
int numberOfFiles = 4
```

#### 5.6.2.5 numberPoints

```
int numberPoints = 10
```

#### 5.6.2.6 thePath

```
vector<Point> thePath
```

### 5.7 /home/christian/Documents/Algorithms\_Project1/Point.cpp File Reference

```
#include "Point.h"
```

### 5.8 /home/christian/Documents/Algorithms\_Project1/Point.h File Reference

```
#include <vector>
```

#### Classes

- class [Point](#)

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