

GalaxyMerchant

This project was build using the SML programming language.

Compilation

To compile the project, we recommend using a Linux machine, running Ubuntu 20.04 or newer. You need to install `polym1` from the official software repositories, which can be done with:

```
sudo apt install -y polym1 libpolym19 libpolym1-dev polym1-modules
```

The project contains a build script written in bash that automatically compiles the code when run. It is in the folder `scripts` and can be run from the top directory of the repository using

```
./scripts/build.sh
```

After running the script, a binary file `galaxyMerchant` is placed in the top directory. The binary can be run using `./galaxyMerchant` and it accepts the inputs described in the coding challenge.

Running the Program

The program is run using `./galaxyMerchant` and afterwards an interactive prompt will appear. An example input for the program is in `testcases/example1.txt`. To run the program on the test inputs, you can use

```
./galaxyMerchant < ./testcases/example1.txt
```

The output should be the same as `testcases/example1_output.txt`.

Automatic Tests

The code is automatically tested against the tests in the `tests` folder using a GitHub action. To manually run the tests, run the script `scripts/test.sh` which runs the tests fully automatically.