### Development environment

IDE: Clion 2018.2

CMake: C++ 17

Compiler: Xcode default

Test Framework: gtest (download head)

### Project Folder

RectanglesPacking

|\_ Documentation

|\_ Files

|\_ RectanglesPack //> the library

| |\_ src

| |\_ print

| |\_ RectanglesBinPack

| |\_ rectpack2D

|

|\_ RectanglesPackUnitTests

### Compilation & Running

As the project is built using CMake is cross compiled therefore in a Linux or Mac just needs to run an appropriate IDE to built it.

In Windows just need to run CMake to built the project to create the solution and projects and loaded it Microsoft Visual Studio. There are some problems running the test, but should be simple to fix.

**Note**: Visual Studio 2017 brings and almost integrated CMake project loader.

The main entry point to run the program is by ***mainMaxBinPack.cpp*** and the build executable is ***maxrectsbin\_run***

### Results

Will show details about each solution bin:

------------ordered------------

Flipped:disabled

Heuristic:RectBestAreaFit

------------ordered------------

At the end will show how many solutions per shuffled and ordered where found, the minimum square found and the time it took to complete it.

shuffled solution square: 54x54

shuffled solutions found: 1

shuffled loop: 118 ms.

ordered solution square: 54x54

ordered solutions found: 100

ordered loop: 109 ms.