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Class Solver3

* java.lang.Object
  + Solver3
* public class Solver3  
  extends java.lang.Object  
  Solver V3. Uses annealing followed by greedy assignment. Then combines tablesAuthor: sunny

### Constructor SummaryConstructors

|  |  |
| --- | --- |
| * + Constructor | * + Description |
| * + Solver3​([SeatingProblem](http://docs.google.com/SeatingProblem.html) problem, [AlgorithmParameters](http://docs.google.com/AlgorithmParameters.html) parameters) | * + Initializes the solver |

### Method SummaryAll Methods Instance Methods Concrete Methods

|  |  |  |
| --- | --- | --- |
| * + Modifier and Type | * + Method | * + Description |
| * + void | * + [anneal](#tyjcwt)() | * + Performs annealing over the greedy solution to try and find a better solution |
| * + int | * + [comparePreferenceCount](#3dy6vkm)​(java.lang.Integer personA, java.lang.Integer personB) | * + Compares people by their # of prefs |
| * + double | * + [getCurrentCost](#1t3h5sf)() |  |
| * + int[] | * + [getFriendFreqs](#4d34og8)() | * + gets statistics on how many preferences got satisfied |
| * + long | * + [getIteration](#2s8eyo1)() |  |
| * + double | * + [getTemperature](#17dp8vu)() |  |
| * + java.util.ArrayList<[Table](http://docs.google.com/Table.html)> | * + [solve](#3rdcrjn)() | * + Solves the problem given |
| * + void | * + [stopSolving](#26in1rg)() | * + Terminates solve, keeping best currently found solution. |

### Methods inherited from class java.lang.Objectequals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### Constructor Detail

#### Solver3 public Solver3​([SeatingProblem](http://docs.google.com/SeatingProblem.html) problem, [AlgorithmParameters](http://docs.google.com/AlgorithmParameters.html) parameters) Initializes the solverParameters: problem -

### Method Detail

#### comparePreferenceCount public int comparePreferenceCount​(java.lang.Integer personA, java.lang.Integer personB) Compares people by their # of prefsParameters: personA - personB - Returns: -1 if personA has less prefs than personB

#### anneal public void anneal() Performs annealing over the greedy solution to try and find a better solution

#### getCurrentCost public double getCurrentCost()Returns: the cost of the current solution

#### getTemperature public double getTemperature()Returns: the temperature the annealing is at right now

#### getIteration public long getIteration()Returns: the current iteration of annealing

#### stopSolving public void stopSolving() Terminates solve, keeping best currently found solution. Does nothing if not solving

#### getFriendFreqs public int[] getFriendFreqs() gets statistics on how many preferences got satisfiedReturns: the array of frequencies

#### solve public java.util.ArrayList<[Table](http://docs.google.com/Table.html)> solve() Solves the problem givenReturns: the solution

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