#include "Alg.h"

void Alg::RunALG(int \_Bit, int \_Run, int \_Iter, double \_Rate)

{

Bit = \_Bit;

Run = \_Run;

Iter = \_Iter;

rate = \_Rate;

cout << Bit << " " << Run << " " << Iter << " " << rate;

for (int i = 0; i < Run; i++)

{

Reset();

Init();

//世代數(iteration)跟計算次數(evaluation)二擇一使用

//跟其他演算法比較通常都是使用evaluation，故建議使用evaluation

for (int j = 0; j < Iter; j++) /\*Iteration (世代數) \*/

{

/\*

演算法流程

\*/

}

while (nfes < mnfes) /\*Evaluation (計算次數)\*/

{

/\*

演算法流程

\*/

}

}

}

void Alg::Evaluation(vector<int> sol, int &value)

{

value = OneMaxProblem(sol, Bit);

nfes++;

}

void Alg::Reset()

{

nfes = 0;

}

void Alg::Init()

{

/\*Initialize\*/

}