**Pseudo Code – Making Tree**

Global Variables

* incursive call counter = int \_nodeNumber
* current optimal string = \_Cbest
* keeping weight of currently added strings = \_currentWeight=0;
* Upperbound from Greedy = int upperBound;

for (String top: Topologies) {

makeTree(top, \_nodeNumber);

}

ABC

2 Processors

public void makeTree(top, \_nodeNumber) {

int index = 0;

for (Node i: \_nodesList) {

if top.charat(\_nodeNumber).equals(i.getName) {

index = \_nodesList.indexof(i);

}

for (y=1; y<= \_numOfProcessors; y++) {

Schedule \_nodesList.indexof(i) to processor y

if (getFinishingTime() < upperBound) {

if (\_nodeNumber = nodesList.getSize()) {

upperBound = getFinishingTime();

} else {

\_nodeNumber++;

makeTree(top, \_nodeNumber);

\_nodeNumber--;

}

} else {

removeNodeFromProcessor();

}

}

}