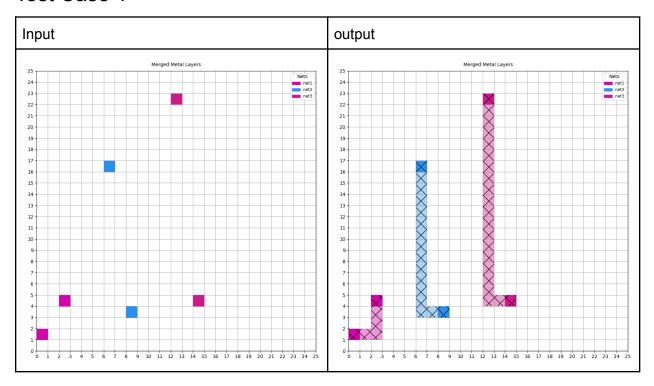
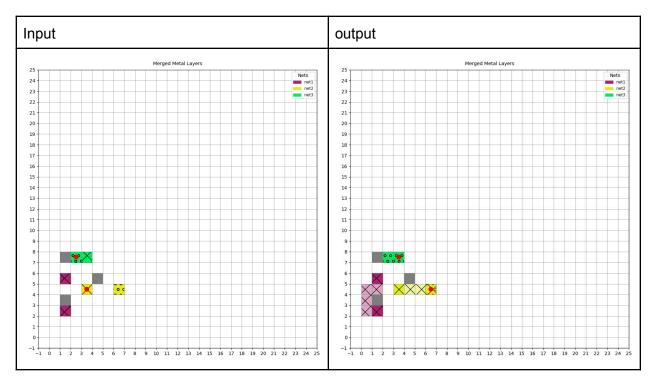
# Test Case 1



25x25 grid
No additional penalties for using vias or going against the preferred path
No obstacles

3 nets, each having 2 pins, and all pins are on layer 0



#### 25x25 grid

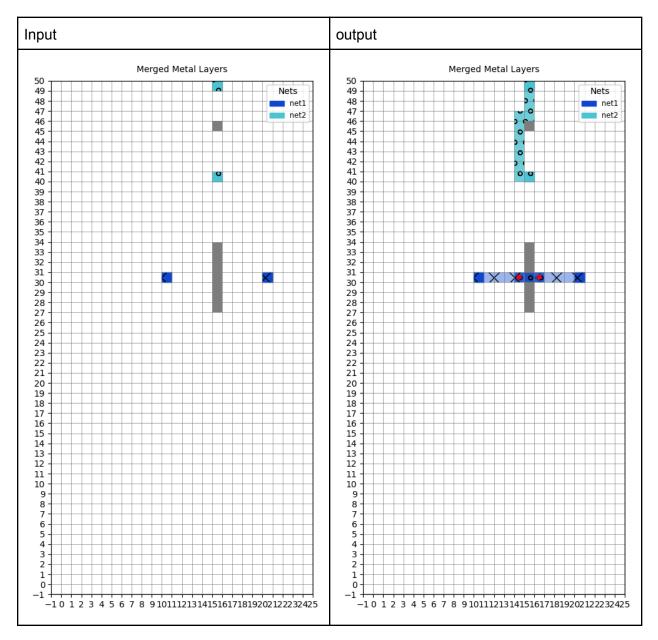
No additional penalties for using vias or going against the preferred path

Obstacles are present on the direct path between the pins

3 nets, each having 2 pins, and the 2 pins are either on the same x value or the same y value

1 of the nets has both pins on the same layer

2 nets have the pins on different layers



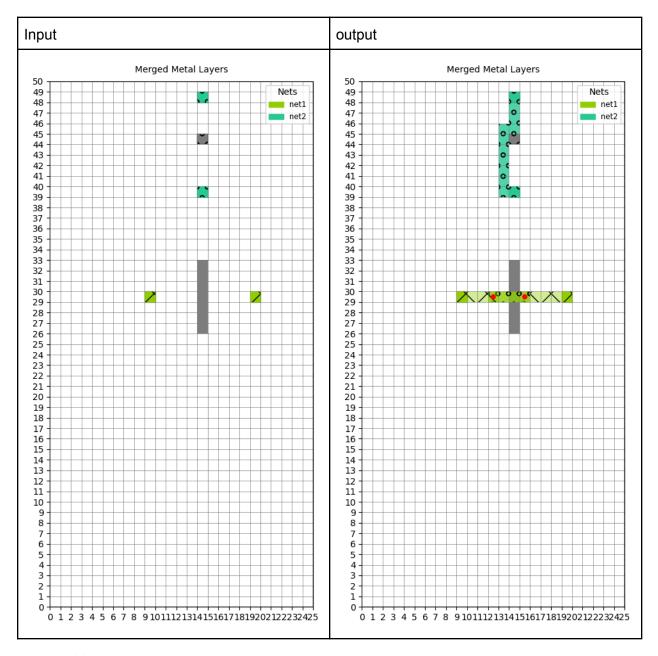
#### 25x50 grid

Penalty for using a via is 5

Penalty for going against the preferred path is 3

Obstacles are present. Some are expensive enough to make using a via more effective for one net. Others make the router choose to go against the preferred path for another.

2 nets, each having 2 pins, and the pins of each net are on the same metal layer



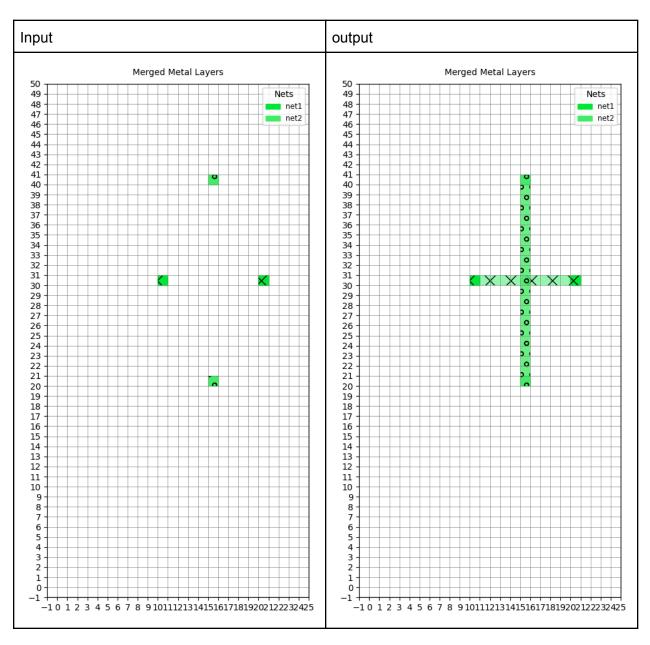
25x50 grid

Penalty for using a via is 3

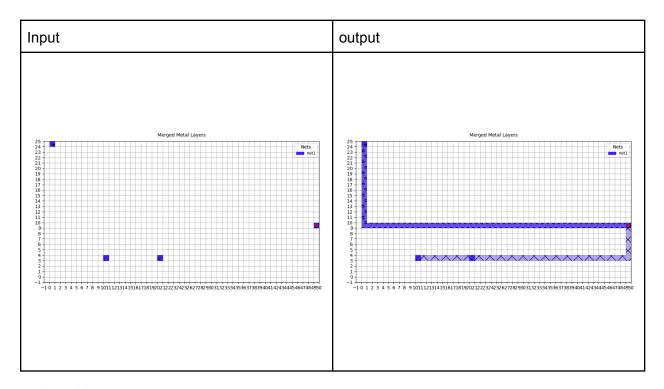
Penalty for going against the preferred path is 5

Obstacles are present. Some are expensive enough to make using a via more effective for one net. Others make the router choose to go against the preferred path for another.

2 nets, each having 2 pins, and the pins of each net are on the same metal layer (The result should be the opposite of test 3)

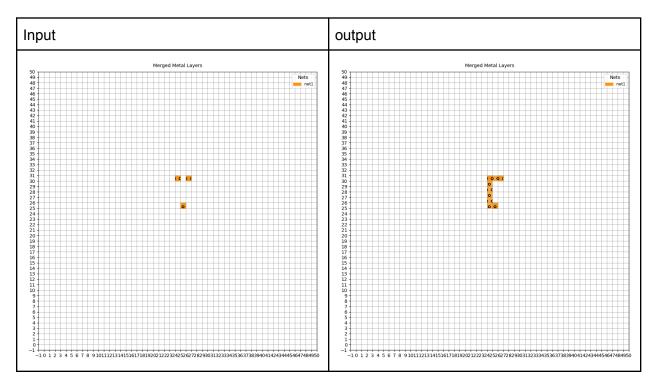


25x50 grid
Penalty for using a via is 5
Penalty for going against the preferred path is 3
No obstacles. The wires of one net will become the obstacles for another 2 nets, each having 2 pins, and the pins are on the same metal layer



50x25 grid No additional penalties for using vias or going against the preferred path No obstacles

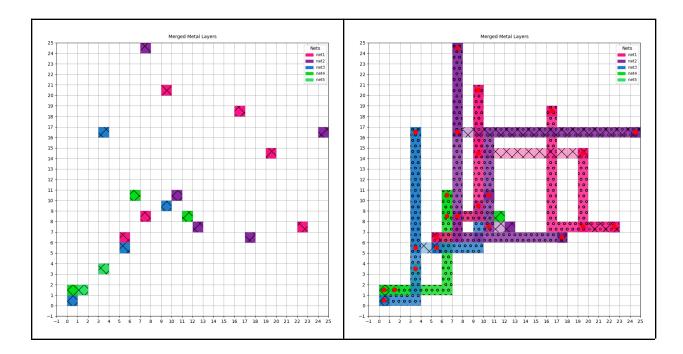
1 net with 4 pins, 2 of the pins are on one layer and the other 2 are on the other



50x50 grid
Penalty for using a via is 20
Penalty for going against the preferred path is 10
No obstacles

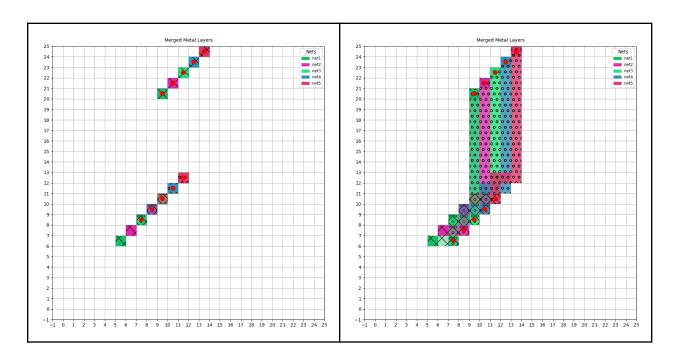
1 net having 3 pins, and the pins are on the same layer with a fork in the road

# Test Case 9 (Bonus)



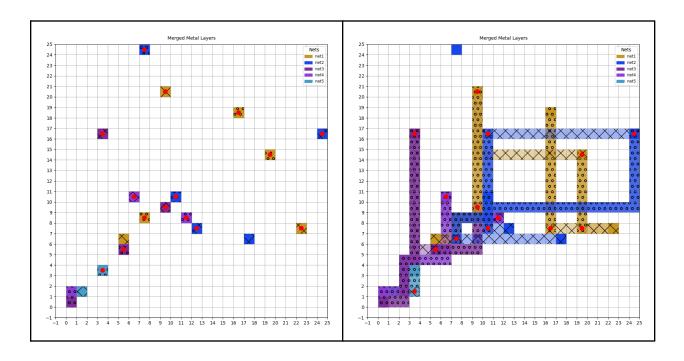
- 25x25 grid
- Penalty for using a via is 10
- Penalty for going against the preferred path is 4
- No obstacles.
- Have net1 have 6 pins, net2 have 5 pins, net3 have 4 pins, net4 have 3 pins, net5 have 2 pins to test ordering (all pins on the same layer)

# Test Case 10 (Bonus)



- 25x25 grid
- Penalty for using a via is 10
- Penalty for going against the preferred path is 4
- No obstacles.
- 5 nets with 3 pins each to test ordering on equal pin counts

# Test Case 11 (Bonus)



- 25x25 grid
- Penalty for using a via is 10
- Penalty for going against the preferred path is 4
- No obstacles.
- Have net1 have 6 pins, net2 have 5 pins, net3 have 4 pins, net4 have 3 pins, net5 have 2 pins to test ordering (have pins on different layers)

