

DSAGraph	File that contains the data structure for a Graph Structure. You will not be calling this file directly, it is a dependency of the gameofcatz file.
DSAGraphEdge, DSAGraphVertex	File that contains the data structure for a GraphEdge and GraphVertex. Dependency of the DSAGraph file. You will not be calling this file directly.
DSAMHashTable	File that contains the data structure for a Hash Table. You will not be calling this file directly. It is a dependency of the gameofcatz file.
DSAMHashEntry	File that contains the data structure for a Hash Entry to be used in the Hash Table. You will not be calling this file directly. It is a dependency of the DSAMHashTable file.
DSAMLinkedList	File that contains the data structure for a Linked List. You will not be calling this file directly. It is used to store DSAGraphEdges and DSAGraphVertex's and is a dependency of the DSAGraph file.
DSAMListNode	File that contains the data structure for a Linked List Node. You will not be calling this file directly. It is a dependency of the DSAMLinkedList file.
Path	File that contains the data structure for a path. Once the DepthFirstSearch Function in the DSAGraph is called it will create all the "possible Paths" and store them in the array of Path. You will not be calling this file directly. It is a dependency of the DSAGraph file.
Sort	File that contains a bubble sort function. You will not be calling the file directly. It is a dependency of the DSAGraph file.
Gameofcatz	<p>File that you will be calling.</p> <p>"javac gameofcatz" to compile.</p> <p>"java gameofcatz" to see usage information</p> <p>"java gameofcatz -s infile outfile" where infile is the file you want the program to read from, outfile is the file you want to print the ranked paths to.</p> <p>For more information regarding usage please read the Report, where I have detailed the options and classes.</p>