

Read Me Assignment 3

Objective:

The goal of this assignment is to implement Simulated Annealing and use it to solve an instance of the traveling salesman problem.

Implementation:

The program has been implemented using **JAVA**, JRE 8. **Eclipse Luna** has been used as an IDE.

Execution:

To run type `java -jar SimA.jar` (There are no command line arguments).

Average Execution time : 3 minutes. Program runs till temperature cools down to 1.

This program generates a graph at the end and hence a GUI interface is required.

Source Code and Sample Outputs:

Source code can be found inside the 'Source/Src' folder.

Sample outputs are provided inside 'Sample_output' folder.

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