

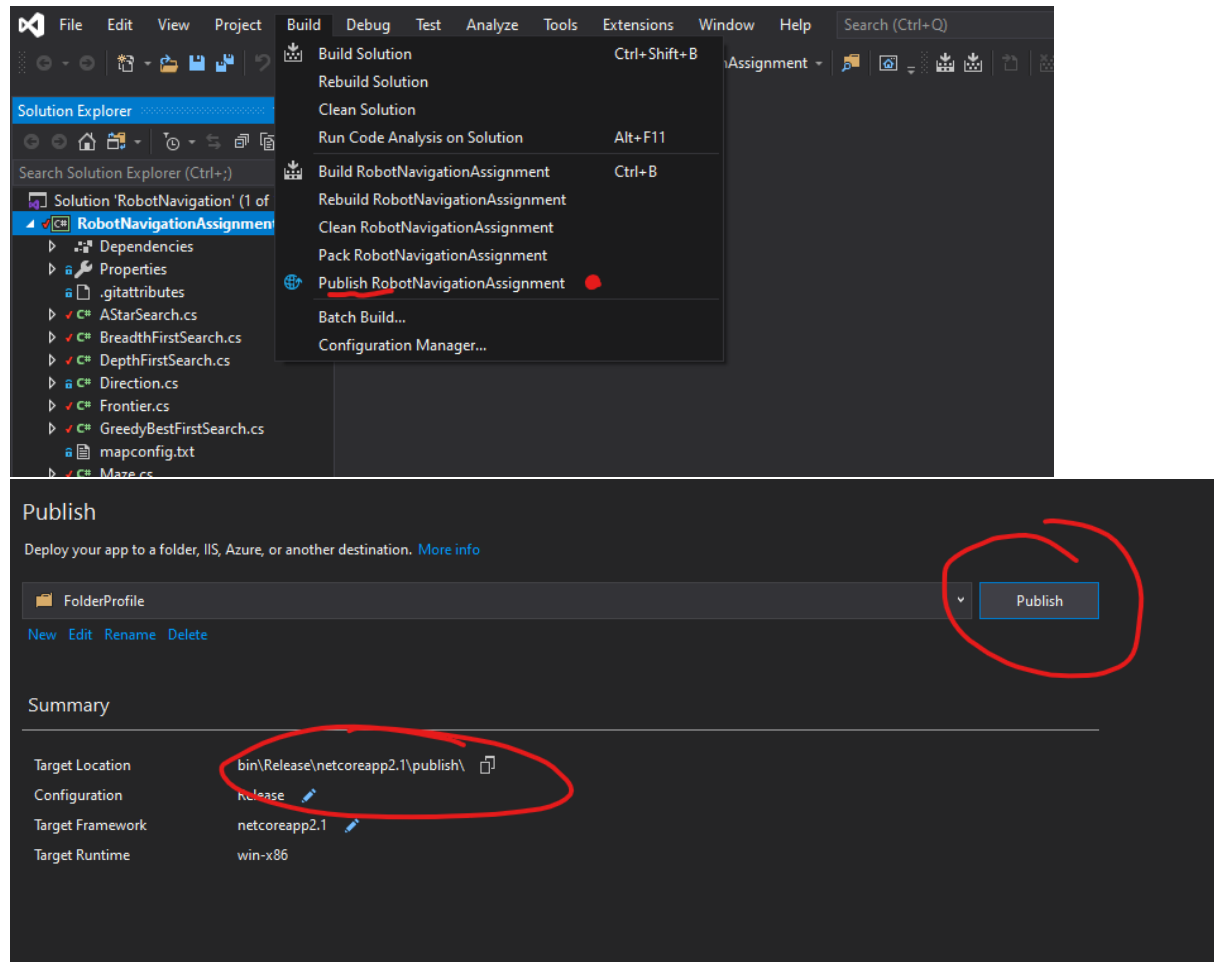
How to compile/publish programs

1) Console Application

Navigate to RobotNavigationAssignment folder

Open RobotNavigationAssignment.csproj in visual studio

Publish the solution



Add mapconfig.txt file to \bin\Release\netcoreapp2.1\publish folder

HOW RUN:

- SHIFT-RIGHT CLICK ON ROOT DIRECTORY (102578350_AI_1_Submission)
- CLICK "OPEN COMMAND PROMPT HERE"
- COPY AND PASTE THIS

```
cd RobotNavigationAssignment\bin\Release\netcoreapp2.1\publish
```

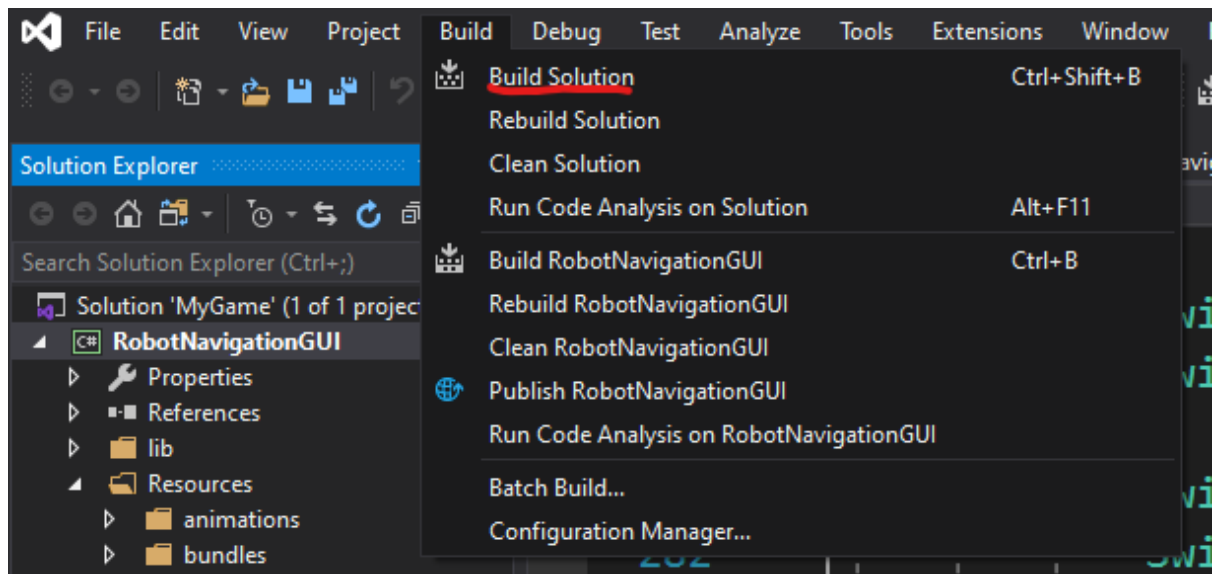
- and press enter
- enter RobotNavigationAssignment.exe <mapconfig.txt> <search_method>
<variable_cost_search>

- Map Config option: mapconfig.txt for normal execution or 0 for random generation

testing mode (Takes around 1 minute to finish random generation tests)

- Search method options: DFS BFS GBFS AS CUS1
- Variable Cost Search: 0 for OFF 1 for ON

- 2) GUI Application
- Navigate to RobotNavigationGUI folder
- Open MyGame.sln
- Build the solution



Add the mapconfig.txt to bin\debug folder

Run MyGame.exe from the debug folder

