



```
int providers, purchasers;
            int i, j, k;
            providers = dataGridView1.Rows.Count - 1;
            purchasers = dataGridView1.Columns.Count - 2;
            if (dataGridView1.Columns.Count < 1 ||</pre>
dataGridView1.Rows[providers].Cells[purchasers + 1].Value != "//////")
            {
                textBox3.Text += "Task is not complete....yet";
                return;
            }
            element[] matrix = new element[providers* purchasers];
            double[] Holdings=new double[providers], Needs = new double[purchasers];
            double HoldingsSum = 0, NeedsSum = 0;
            try
            {
                for (i = 0; i < providers; i++)</pre>
                    for (j = 1; j \leftarrow purchasers; j++)
                         matrix[i*purchasers+ j - 1].Cost =
Convert.ToDouble(dataGridView1.Rows[i].Cells[j].Value);
                         if (matrix[i * purchasers + j - 1].Cost <= 0)</pre>
                         {
                             throw new Exception();
                         matrix[i * purchasers + j - 1].x = j - 1;
                         matrix[i * purchasers + j - 1].y = i;
                    Holdings[i] =
Convert.ToDouble(dataGridView1.Rows[i].Cells[purchasers+1].Value);
                    if (Holdings[i] < 0)</pre>
                     {
                         throw new Exception();
                     }
                    HoldingsSum += Holdings[i];
                for (j = 1; j <= purchasers; j++)</pre>
                    Needs[j - 1] =
Convert.ToDouble(dataGridView1.Rows[providers].Cells[j].Value);
                     if (Needs[j - 1] < 0)</pre>
                     {
                         throw new Exception();
                    NeedsSum+=Needs[j-1];
                }
            }
            catch
                textBox3.Text += "Wrong input, mortal"+Environment.NewLine;
                return;
            if(Math.Round(HoldingsSum, 10)!=Math.Round(NeedsSum, 10))
                textBox3.Text += "Problem shall be closed" + Environment.NewLine;
                return;
            matrix = matrix.OrderBy(Temp => Temp.Cost).ToArray();
            element[,] RelienceMatrix = new element[providers, purchasers];
            double[] ResultNeeds = new double[purchasers];
            double[] ResultHoldings = new double[providers];
            for (i = 0; i < providers; i++)</pre>
            {
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ResultHoldings[i] = Holdings[i];
                for (j = 0; j < providers; j++)
                {
                    RelienceMatrix[i, j]=new element(i,j);
            for (i = 0; i < purchasers; i++)</pre>
                ResultNeeds[i] = Needs[i];
            int BasicCells = 0;
            for (i = 0; i < matrix.Length; i++)</pre>
                RelienceMatrix[matrix[i].y, matrix[i].x].Cost = matrix[i].Cost;
                if (ResultNeeds[matrix[i].x] < ResultHoldings[matrix[i].y])</pre>
                {
                    RelienceMatrix[matrix[i].y, matrix[i].x].Value =
ResultNeeds[matrix[i].x];
                    ResultHoldings[matrix[i].y] -= ResultNeeds[matrix[i].x];
                    ResultNeeds[matrix[i].x] = 0;
                    if (RelienceMatrix[matrix[i].y, matrix[i].x].Value != 0)
                     {
                         BasicCells++;
                    }
                }
                else
                    RelienceMatrix[matrix[i].y, matrix[i].x].Value =
ResultHoldings[matrix[i].y];
                    ResultNeeds[matrix[i].x] -= ResultHoldings[matrix[i].y];
                    ResultHoldings[matrix[i].y] = 0;
                    if (RelienceMatrix[matrix[i].y, matrix[i].x].Value != 0)
                    {
                         BasicCells++;
                    }
                }
            if (BasicCells < providers + purchasers - 1)</pre>
                textBox3.Text += "Degeneracy relience matrix" + Environment.NewLine;
            double[] ProvPotent = new double[providers], PurchPotent = new
double[purchasers];
            bool[] ProvPotentNum = new bool[providers], PurchPotentNum = new
bool[purchasers];
            int AllPotentUnupdatedNum = providers + purchasers - 1;
            for (j = 0; j < providers; j++)
            {
                ProvPotentNum[j] = false;
            for (i = 0; i < purchasers; i++)</pre>
            {
                PurchPotentNum[i] = false;
            ProvPotentNum[0] = true;
            ProvPotent[0] = 0;
            AllPotentUnupdatedNum--;
            while (AllPotentUnupdatedNum > 0)
            {
                for (j = 0; j < providers; j++)
                    if (ProvPotentNum[j] == true)
                         for (i = 0; i < purchasers; i++)</pre>
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{
                              if ((RelienceMatrix[j,i].Value != 0)&&(PurchPotentNum[i]
==false))
                              {
                                  PurchPotent[i] = RelienceMatrix[j, i].Cost -
ProvPotent[j];
                                  PurchPotentNum[i] = true;
                                  AllPotentUnupdatedNum--;
                              }
                         }
                     }
                 }
for (j = 0; j < purchasers; j++)</pre>
                     if (PurchPotentNum[j] == true)
                         for (i = 0; i < providers; i++)</pre>
                              if ((RelienceMatrix[i, j].Value != 0)&&(ProvPotentNum[i]
==false))
                              {
                                  ProvPotent[i] = RelienceMatrix[i, j].Cost -
PurchPotent[j];
                                  ProvPotentNum[i] = true;
                                  AllPotentUnupdatedNum--;
                              }
                         }
                     }
                 }
            for (i = 0; i < providers; i++)</pre>
                 for (j = 0; j < purchasers; j++)
                     RelienceMatrix[i, j].delta = RelienceMatrix[i, j].Cost -
ProvPotent[i] - PurchPotent[j];
            bool TimeToEnd = true;
            int wrongx = -1, wrongy = -1;
            for (i = 0; i < providers; i++)</pre>
                 for (j = 0; j < purchasers; j++)
                     if (RelienceMatrix[i, j].delta < 0)</pre>
                     {
                         TimeToEnd = false;
                         wrongx = j;
                         wrongy = i;
                     }
                 }
            int Tempx = -1, Tempy = -1;
            double temp;
            int NumberOfIter = 1;
            while (!TimeToEnd)
                 for (i = 0; i < providers; i++)</pre>
                     if (RelienceMatrix[i, wrongx].Value > 0)
                         for (j = 0; j < purchasers; j++)</pre>
                              if (RelienceMatrix[wrongy, j].Value > 0)
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if (RelienceMatrix[i, j].Value > 0)
                                       Tempx = j;
                                       Tempy = i;
                                       break;
                                  }
                              }
                          if (Tempx!=-1)
                              break;
                     }
                 }
                 temp = Math.Min(RelienceMatrix[Tempy, wrongx].Value,
RelienceMatrix[wrongy, Tempx].Value);
                 RelienceMatrix[Tempy, wrongx].Value -= temp;
                 RelienceMatrix[wrongy, Tempx].Value-= temp;
RelienceMatrix[Tempy, Tempx].Value+= temp;
                 RelienceMatrix[wrongy, wrongx].Value += temp;
                 AllPotentUnupdatedNum = providers + purchasers - 1;
                 for (j = 0; j < providers; j++)</pre>
                     ProvPotentNum[j] = false;
                 for (i = 0; i < purchasers; i++)</pre>
                     PurchPotentNum[i] = false;
                 ProvPotentNum[0] = true;
                 ProvPotent[0] = 0;
                 AllPotentUnupdatedNum--;
                 while (AllPotentUnupdatedNum > 0)
                 {
                     for (j = 0; j < providers; j++)
                         if (ProvPotentNum[j] == true)
                              for (i = 0; i < purchasers; i++)</pre>
                                  if ((RelienceMatrix[j, i].Value != 0) &&
(PurchPotentNum[i] == false))
                                  {
                                       PurchPotent[i] = RelienceMatrix[j, i].Cost -
ProvPotent[j];
                                      PurchPotentNum[i] = true;
                                      AllPotentUnupdatedNum--;
                          }
                     for (j = 0; j < purchasers; j++)
                          if (PurchPotentNum[j] == true)
                              for (i = 0; i < providers; i++)</pre>
                                  if ((RelienceMatrix[i, j].Value != 0) &&
(ProvPotentNum[i] == false))
                                  {
                                       ProvPotent[i] = RelienceMatrix[i, j].Cost -
PurchPotent[j];
                                       ProvPotentNum[i] = true;
                                       AllPotentUnupdatedNum--;
                                  }
                              }
                          }
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}
                for (i = 0; i < providers; i++)</pre>
                    for (j = 0; j < purchasers; j++)
                        RelienceMatrix[i, j].delta = RelienceMatrix[i, j].Cost -
ProvPotent[i] - PurchPotent[j];
                TimeToEnd = true;
                wrongx = -1; wrongy = -1;
                for (i = 0; i < providers; i++)</pre>
                    for (j = 0; j < purchasers; j++)
                        if (RelienceMatrix[i, j].delta < 0)</pre>
                        {
                             TimeToEnd = false;
                            wrongx = j;
                            wrongy = i;
                        }
                    }
                Tempx = -1; Tempy = -1;
                NumberOfIter++;
            Console.WriteLine(NumberOfIter);
            dataGridView2.Rows.Clear();
            dataGridView2.Columns.Clear();
            dataGridView2.Columns.Add(new DataGridViewTextBoxColumn());
            dataGridView2.Columns[0].ReadOnly = false;
            dataGridView2.Columns[0].SortMode = DataGridViewColumnSortMode.NotSortable;
            dataGridView2.Columns[0].HeaderText = ("
                                                             Магазини\n
\nСклади");
            dataGridView2.Columns[0].Name = "Column0";
            for (i = 1; i <= purchasers; i++)</pre>
            {
                dataGridView2.Columns.Add(new DataGridViewTextBoxColumn());
                dataGridView2.Columns[i].HeaderText = ("Магазин#" + i);
                dataGridView2.Columns[i].ReadOnly = false;
                dataGridView2.Columns[i].SortMode =
DataGridViewColumnSortMode.NotSortable;
                dataGridView2.Columns[0].Name = "Column" + i;
            dataGridView2.Columns.Add(new DataGridViewTextBoxColumn());
            dataGridView2.Columns[purchasers + 1].HeaderText = "U";
            dataGridView2.Columns[purchasers + 1].ReadOnly = false;
            dataGridView2.Columns[purchasers + 1].SortMode =
DataGridViewColumnSortMode.NotSortable;
            dataGridView2.Columns[0].Name = "Column" + i;
            for (i = 0; i < providers; i++)</pre>
                dataGridView2.Rows.Add(new DataGridViewRow());
                dataGridView2.Rows[i].Cells[0].Value = "Склад#" + (i + 1);
            dataGridView2.Rows.Add(new DataGridViewColumn());
            dataGridView2.Rows[providers].Cells[0].Value = "V";// +(i + 1);
            dataGridView2.Rows[providers].Cells[purchasers + 1].Value = "//////";
            dataGridView2.Rows[providers].Cells[purchasers + 1].ReadOnly = false;
            for (i = 0; i < providers; i++)</pre>
                for (j = 0; j < purchasers; j++)
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dataGridView2.Rows[i].Cells[j + 1].Value = "" + RelienceMatrix[i,
j].Value + "\\" + RelienceMatrix[i, j].delta + "\\" + RelienceMatrix[i,j].Cost;
}
dataGridView2.Rows[i].Cells[purchasers + 1].Value = ProvPotent[i];
}
for (j = 0; j < purchasers; j++)
{
    dataGridView2.Rows[providers].Cells[j+1].Value = PurchPotent[j];
}</pre>
```