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| Files | Functions | Purpose |
| Genetic.c Genetic.h | Void Evaluation() void fitnessFunction(int array) void createMatrix void freeMatrix() void initializePopulation() void regeneration() void geneticAlgorithm(int, int, int, int, double) | Most, if not all functions, are going to be used to manipulate global data to make this program about more efficient to handle since there is going to be a lot of swapping and mutation. This file will contain the genetic algorithm sequence. It reiterates through generations to find elites. |
| BruteForce.c BruteForce.h | Void createMatrix() Void freeMatrix() void bruteFitnessEval() void bruteForce(int, int) void tourStartCity(int, int array) void permutation(int array) | The brute force algorithm exhaustively search through every permutation of a tour to find the optimal solution which is the shortest path to take. |
| Main.c |  | This file will call both the brute force and the genetic algorithm to show and compare results. |