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Data Structures and Algorithms II

Project 3

User’s Manual

**Setup and Compilation**

1. Download and unzip the submission file on a Linux machine or in the multi-platform lab.

2. The submission should include:

* driver.c
* bruteforce.c / bruteforce.h
* generation.c / generation.h
* User’s Manual
* Makefile

3. Environment: This program has been tested on both, a Linux machine and on the UWF Linux environment.

4. Compilation: The submission includes a Makefile, to compile type “make” on the terminal. To clean up the object compiled files, one can use “make clean” safely.

**Running the Program**

Issue the command ./Project to initialize the program. No command line arguments are required.

//Note: It is recommended that the len input is no bigger than 11.

*User Input*: The program will ask of a user three number based inputs:

*len*: An integer used for the length of the matrix in len as: len x len square size.

*n*: An integer that represents the number of generations in the genetic algorithm.

*m*: An integer that represents the number of mutations per generation in the genetic algorithm.

**Output**

The output of this program will go directly to the console.

It will at first print the adjacency matrix scanned from a file.

Then it will print the brute force algorithm as it goes through it and print the results.

Then it will print the generational algorithm as it goes through it and print the results.