

```
class AlgorithmSequence : public vector<Algorithm> {  
public:  
    ~AlgorithmSequence()  
    AlgorithmSequence() {}  
    AlgorithmSequence(const AlgorithmSequence&) {}  
    AlgorithmSequence& operator=(const AlgorithmSequence&) {}  
  
    int initTopology & topo;  
    Configuration & conf;  
  
    int numNodes; // number of nodes  
    int numLinks; // number of links  
  
    int numSimulations; // number of simulations  
    Simulation *sim;
```