**CHAPTER FIVE**

**CONCLUSION AND RECOMMENDATIONS**

**5.1 CONCLUSION**

In conclusion, this project work which is aimed at developing a genetic-based cultural algorithm for solving school time table scheduling problem was successfully achieved. The algorithm was evaluated based on constraint violation, computation time and cyclomatic complexity.

The results generated indicate a very high consumption of computing resources, a high computation time with a reasonably high optimality. Thus a genetic-based cultural algorithm is one of the effective way for solving school time table scheduling problem because it’s provides us with an optimal solution, though solution is not perfect but solution is so close to perfection and it is not prone to error, easy to use, saves time, and easy to understand.

**5.2 RECOMMENDATIONS**

In the course of this project work, the following recommendations are made for further studies.

* It is highly recommend that Cultural Algorithm should be compared with some other evolutionary Algorithms which is not covered in this project work to further determine its efficiency.
* The use of computer based scheduling should be encouraged in school because it saves time and not stressful to generate time table.
* Simulation laboratories should be made available to students of Computer science and engineering which will promote further research work that is needed to be carried out on the algorithm.