NearestMark

User Documentation

# Summary

NearestMark uses Euclidian distance to determine the distance between an Input Coordinate and a set of one or more “Test” Coordinates. Input Coordinates may be entered manually via the console or sequentially via text files. Test Coordinates are always loaded via text file.

# Running the Application

Start NearestMark.exe at the command-line, setting the first/required **TestFile.txt** argument, and optionally sending in a second **InputFile.txt** argument. TestFile.txt and InputFile.txt files contain Coordinates, and should always include at least one Coordinate, formatted as follows:

(-12,3)(13,4.5)(0,0)

*Note: Coordinate files must be located the* ***same folder*** *as* ***NearestMark.exe****.*

## NearestMark.exe TestFile.txt

This will load every Coordinate in TestFile.txt and wait for the user to enter an Input Coordinate. In Figure 1, the we entered a Coordinate with 3 points: **12, -45, 0** and pressed ENTER. The program displayed the results of the comparison, and then waited for another Input Coordinate to be entered:

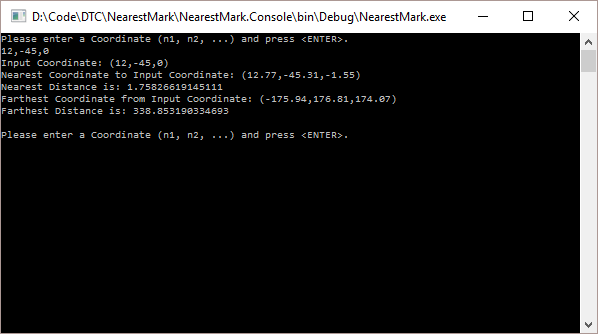


Figure Example of NearestMark.exe TestFile.txt

## NearestMark.exe TestFile.txt InputFile.txt

Setting both command-line arguments will also load every Test Coordinate in TestFile.txt. Since the InputFile.txt argument is provided, the *program will iterate through each Coordinate* in InputFile.txt, displaying the results of each Input Coordinate comparison with the set of Test Coordinates (Figure 2):

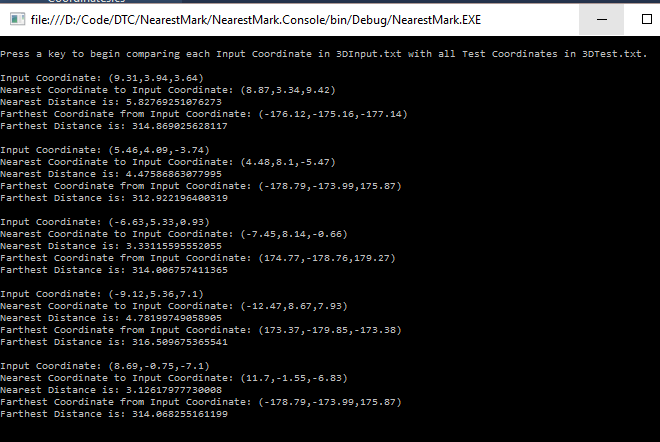


Figure : Displaying results of Input and Test Coordinate comparisons.