To run the program, type the following commands:
./compile.sh
./build/NetworkSImulator <seed> <graphfile>

When the program initiates, the first thing is will do is collect the seed and graph_file_name arguments that will be used to create the graph. The graph will then be created and generated. Once this is done, the graph will be saved into a text file and immediately read. When the graph is read from the text file, the graph is connected based on what it read from the text file.This is when the shortest paths are calculated. Statistics and packets that are going to be sent throughout the network are generated as well. Once all of this is done, packets are going to be sent throughout the network. The program will keep track of the total packets transmitted, total packets lost, and the delay. The program will keep track of the max, min, and average.