Instruction:

[1] input artifacts info in artifacts.xlsx (check above for artifact set serial number), all bonus in format: type=value. (Noted percent bonus requires % at the end, no need for any space) EX: 'hp=40%' means 'hp+10%'.

bonus type reference		element reference	position reference
hp		pyro	flower
atk	attack	dendro	plume
def	defence	hydro	sands
e_m	elemental mastery	cryo	goblet
e_r	energy recharge	electro	circlect
crit_rate	critical rate	anemo	
crit_dmg	critical damage	geo	
heal		physical	

[2] In character.xlsx, input the basic attribute value of character without wearing any artifact, and input the damage_dependence (ex: atk). The damage_dependence is the attribute which the damage depends on. Save changes and run "python recommendation.py" in the terminal.

[3] The output will be the best 10 results, choose the one you like. 1st line is the serial number of artifacts in this set, you can find corresponding artifact in the **form printed in the terminal**; 2nd line is the character's new attribute values after wearing this artifact set. PS: Higher ranking only shows higher expectation of damage, ranking is for your reference only. (you can modify the number of results showing by making change at bottom of recommendation.py under 'start here')

```
18    flower      13      hp=4781       hp=9.9%   crit_rate=3.5%   crit_dmg=19.4%      atk=37
19  circlect      13  crit_rate=31.1%   atk=14.6%     def=19.7%       e_r=5.2%      atk=14
20  circlect      13  crit_dmg=62.2%    atk=10.5%      def=5.1%    crit_rate=7%       hp=837
21  circlect      13  crit_dmg=62.2%    e_r=16.2%     def=10.9%   crit_rate=3.5%    hp=11.1%
19,15,14,12,0
{'hp': 18294, 'atk': 1761, 'def': 1118, 'e_m': 0, 'crit_rate': 52.8, 'crit_dmg': 95.1, 'e_r': 282.2}
```

[4] Noted: the program only calculates 13th set's (check above) set4 effect, I will add up other set 4 effect in the future. Of course, all set 2 effects are calculated now.