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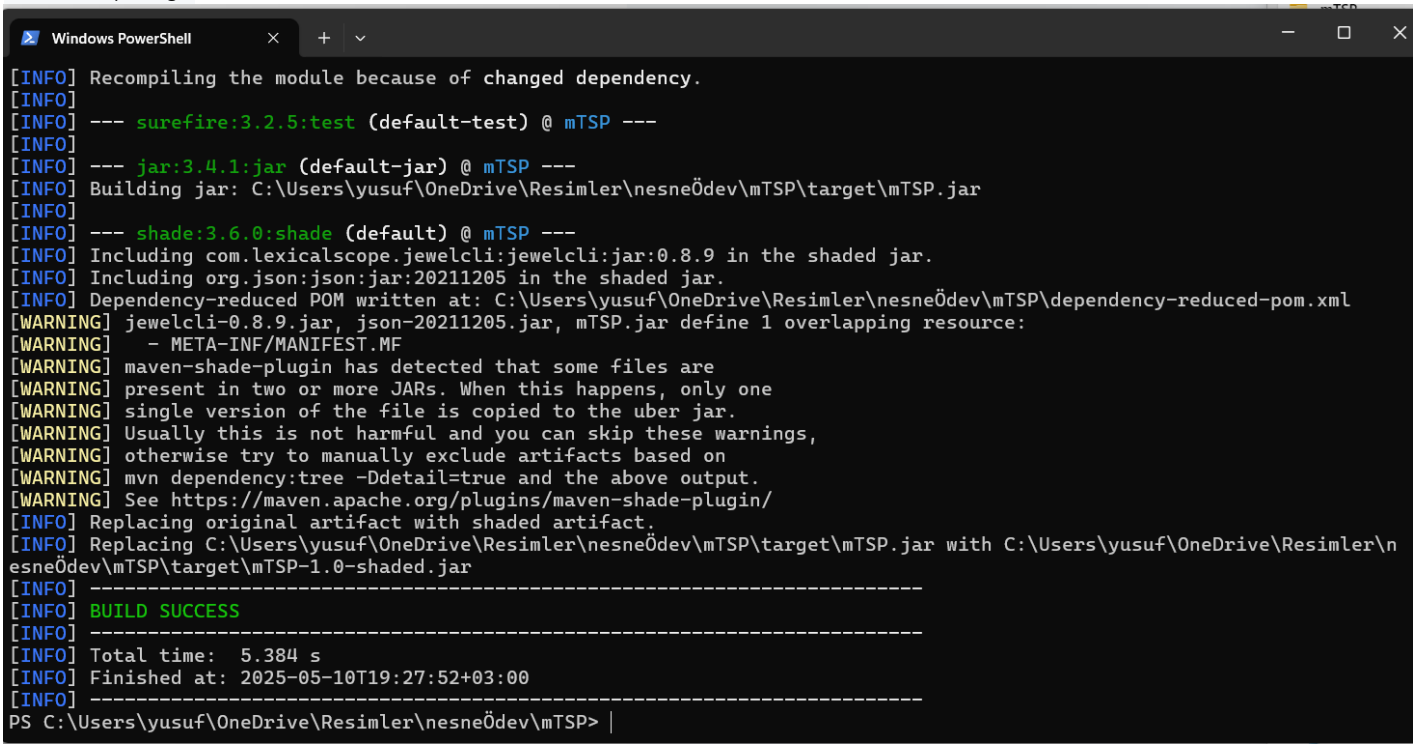
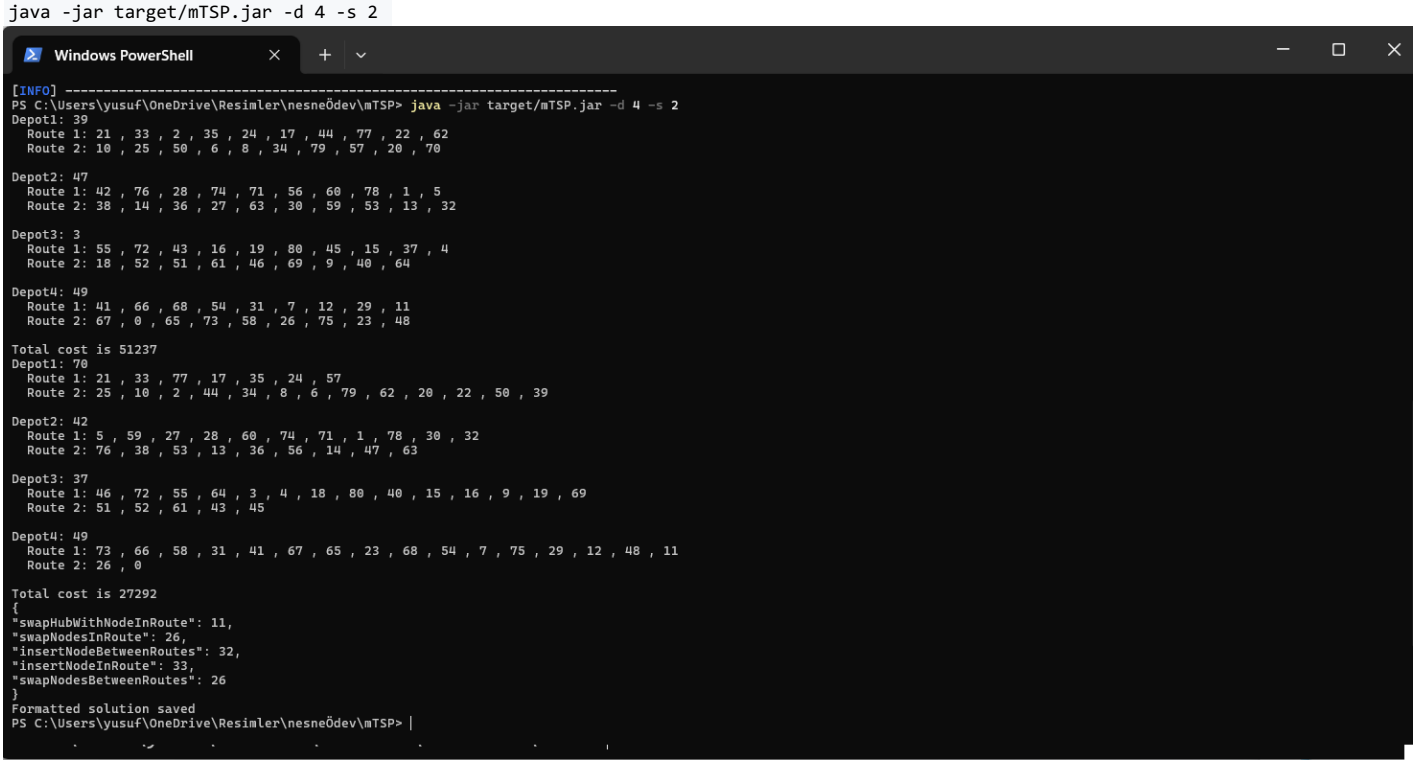
BIL553_Nesne Tab. Sis.

Examples

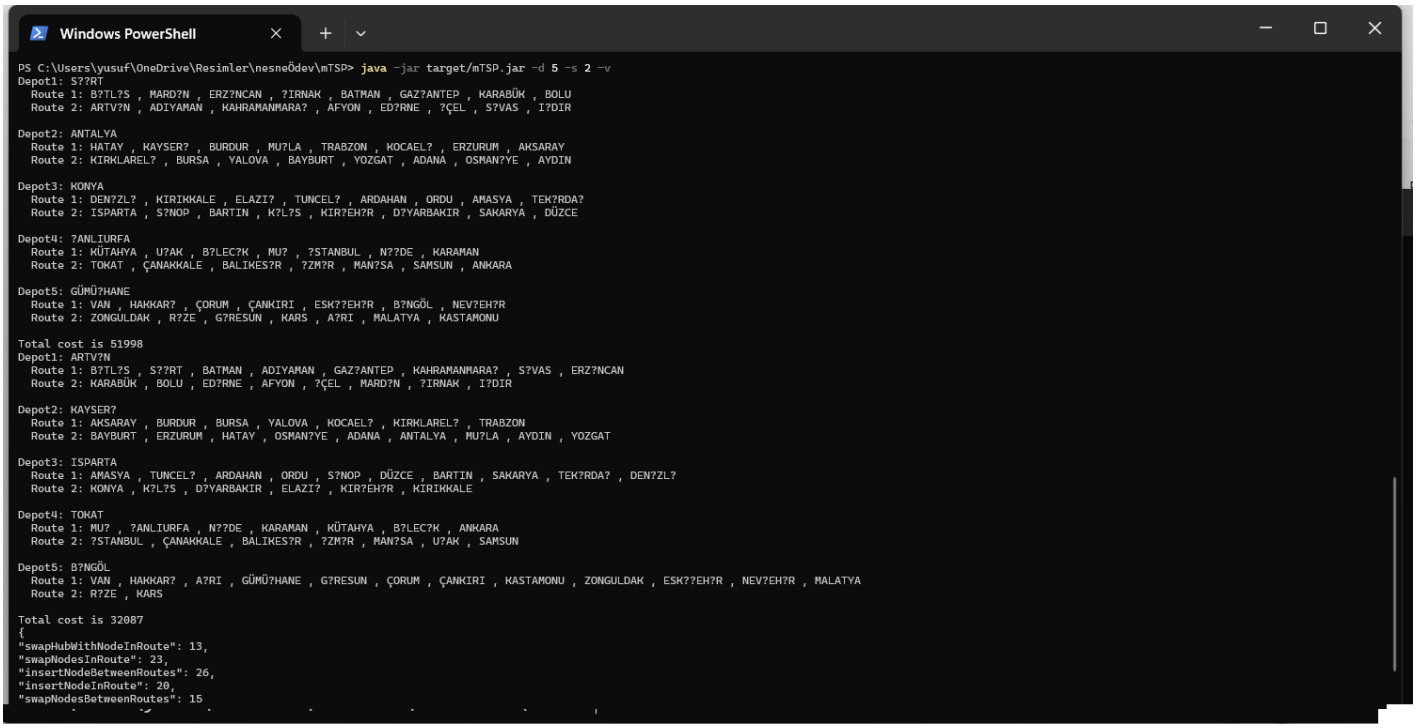
```
mvn clean package
```




```
java -jar target/mTSP.jar -d 4 -s 2
```



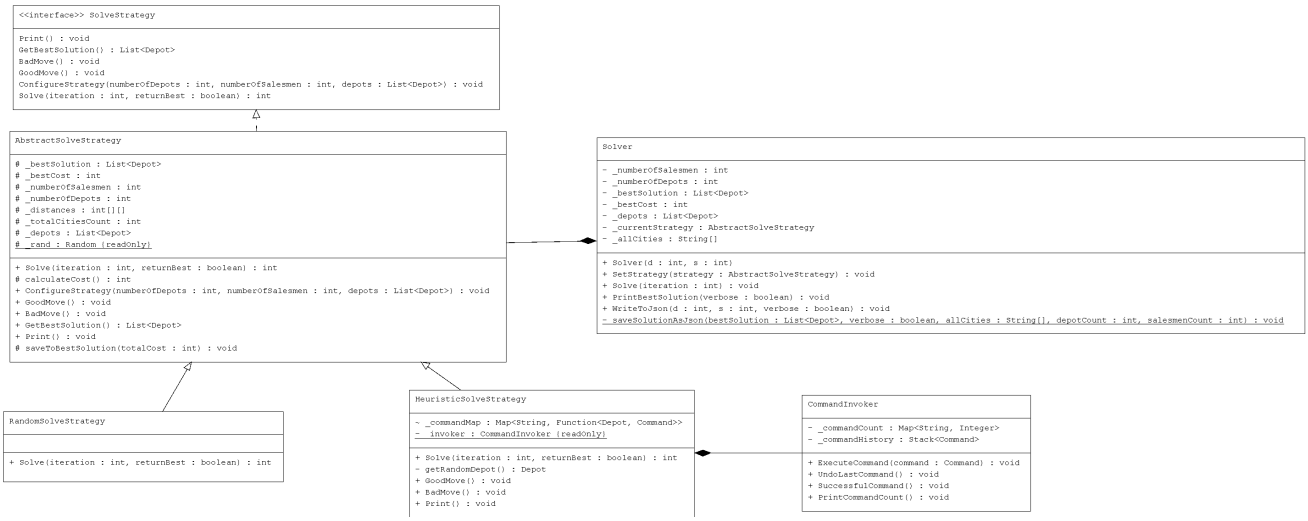

```
java -jar target/mTSP.jar -d 5 -s 2 -v
```



UML'S

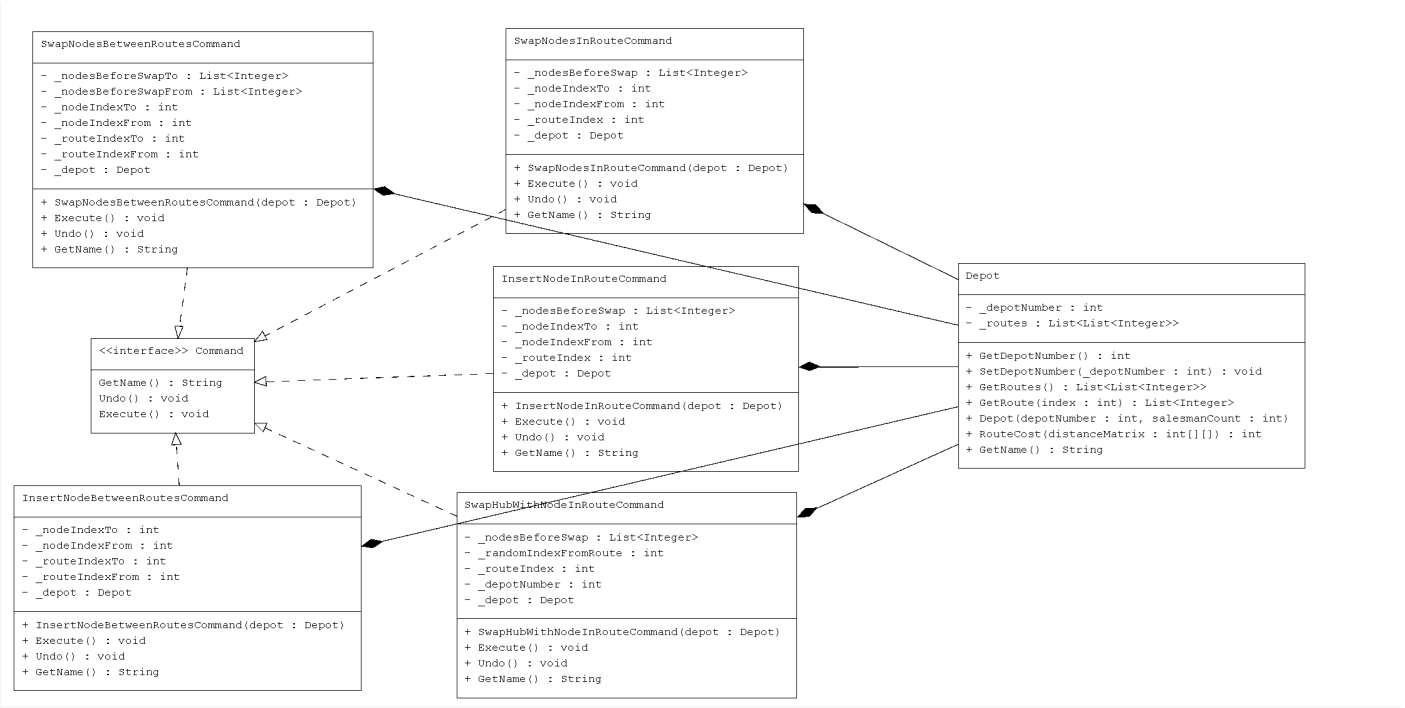
Strategy Pattern usage

The Strategy Pattern is used to define a family of algorithms, encapsulate each one, and make them interchangeable. This allows you to choose the algorithm's behavior at runtime. In here I used strategy pattern to define different algorithms for to solve mTSP problem which are, Random Solution and Heuristic Solve algorithms. They both use different algorithms to solve mTSP problem. Also Heuristic Solve strategy uses different commands to do it's job. I've also used a design pattern there which is Command pattern.



Command Pattern usage

The Command Pattern encapsulates a request (or an action) as an object, allowing you to parameterize methods with different commands, queue them, log them, or even undo them. In this problem I needed to undo if the move is not performing well after it's operation. Commands are invoked via a command invoker class which also count's the successfull operations that reduces the overall cost.



Main & Others

I also defined a static class named Helper to reduce code repeats, Helper class helps to get random depots and indexes out of lists. TurkishNetwork was provided but needed to change its visibility to public because I couldn't access through other packages.