**Jared Bumgardner**

**Data Structures & Algorithms 2**

**Project 3**

**User’s Manual**

**Setup & Compilation**

* Download and unzip the submission from eLearning on a Linux box in the mutli-platform lab.
* The submission includes:
* main.c
* makefile
* globals.c
* globals.h
* geneticTSP.c
* geneticTSP.h
* completeGraph.c
* completeGraph.h
* bruteForceTSP.c
* bruteForceTSP.h
* distances.txt
* FunctionalDecomposition.txt
* UsersManual.docx (this file)
* Environment: This program has not been tested in the multi-platform lab but may run there.
* Compiling: This program includes a makefile. At the command line in Linux, type make. The program produces an executable entitled 'project3'

**Running the program**

Issue the command ./project3. No command line arguments are required or checked

**User Input**

Program requires various simulation parameters. User is prompted for these at the beginning of program execution.

**Output**

All output goes to the console. Output will be similar to this:

$ ./project3

\*\*\*Project 3\*\*\*

Enter # of cities that salesman must travel through: 3

Enter # of tours per generation: 4

Enter # of generations: 5

Enter % of mutations per generation: 6