

Logging In:

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Login

Name

Dashboard:

⌵

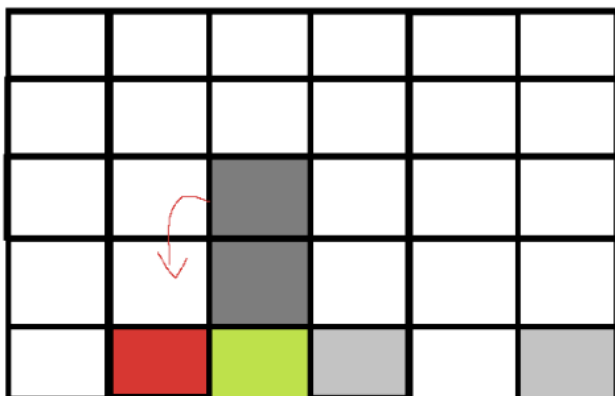
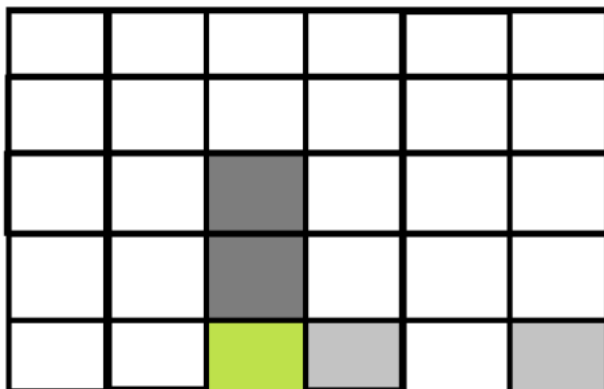
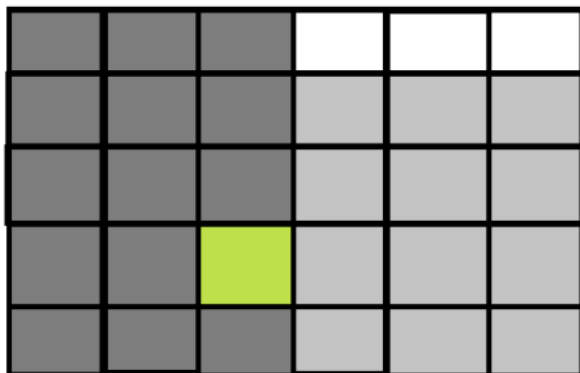
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Tile Shipping Express

Welcome John

Select a Service


☐ Transfer ☐ Balance




 **William Dang** 12/3/24, 03:06
1.Start Initial State (edited)
2.Move every possible container and check Weight on both sides


- If equals or close enough both sides good
- Else pick the move that is closest to goal
- Add each move board to set of boards

(edited)

 **Javier Vargas** 12/3/24, 03:11
3/5ths
bulletpoints

 **William Dang** 12/3/24, 03:12
3.Go through Boards and pick the one with closest to goal

- If goal found return
- Else pick closest and repeat

 **Javier Vargas** 12/3/24, 03:17
4.Picking next board in queue

- boards can be sorted into queue based off a given value
- we insert a tuple into queue, (sort_value, actual_board)
- sort_value is the difference of lhs and rhs sums of board
- queue uses sort_value to sort every inserted board based off the difference of the lhs and rhs
- board at the top of queue is board with difference closest to goal

(edited)

Logging:

```
2024-10-18 16:23 Joe has signed in.
2024-10-18 16:23 QueenMary.txt was uploaded to the system.
2024-10-18 16:23 Transfer was selected by operator.
2024-10-18 16:23 QueenMary.txt was uploaded to the system.
2024-10-18 16:23 Transfer was selected by operator.
2024-10-18 16:25 QueenMary.txt was uploaded to the system.
2024-10-18 16:25 Balance was selected by operator.
2024-10-18 16:25 Balance is achievable.
2024-10-18 16:25 Estimated Total Time for Service: 4 minutes
2024-10-18 16:25 Container moved from: [1, 3] to [1, 7]
2024-10-18 16:25 Balance service completed. Updated Manifest saved to manifests\QueenMaryOUTBOUND.txt
```