Function solve





Help



```
pub fn solve<Node: Subproblem>(
    initial: Node,
    method: TraverseMethod<Node>,
) -> Option<Node>
```

Solve a problem with branch-and-bound / backtracking, using one of the default strategies.

Walks the subproblem tree (initial is the root) according to the method specified by method.

solve should be preferred for simple scenareous (i.e., a single initial node, one of the default search strategy implementations). For more advanced use cases, use solve_with_container.