

# **Hands-On Metaheuristics in Java**

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# Preface

This is a Quarto book.

To learn more about Quarto books visit <https://quarto.org/docs/books>.

# 1 Introduction

This is a book created from markdown and executable code.

See Knuth (1984) for additional discussion of literate programming.

**Part I**

**Algorithm Workflow**

## **2 Genetic Algorithm Workflow**

### **3 Simulated Annealing Workflow**

## 4 Tabu Search Workflow



## **Part II**

# **Generalized Assignment Problem**

## **5 Genetic Algorithm for Generalized Assignment Problem**

## **6 Simulated Annealing for Generalized Assignment Problem**

## **7 Tabu Search for Generalized Assignment Problem**

## 8 Summary

In summary, this book has no content whatsoever.

## References

Knuth, Donald E. 1984. “Literate Programming.” *Comput. J.* 27 (2): 97–111. <https://doi.org/10.1093/comjnl/27.2.97>.