Algorithm 1 Generation of a new random solution.

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1: procedure NEW RANDOM SOLUTION
2:     v ← shuffle(1, 2, ..., n)
3:     s ← ∅                                          ▷ empty solution
4:     for i ← 1 : n do
5:         s ← s ∪ {v_i}                              ▷ adding item
6:         if s is not feasible then                  ▷ checking feasibility
7:             s ← s − {v_i}
8:         end if
9:     end for
10:    return s
11: end procedure
```