Status of the Algorithm:

Comments: I did my best to include initials (and then eventually date and time) for comments I included, rather than comments from the original. This is especially relevant for parts of the code I commented out from the

Currently, there are a lot of print statements. I started including numbers in them. They are used to try to track down where, specifically, things are breaking in the code. Find the last number printed. It should be right before a line of code that I’m concerned about. (i.e., a function call.) Proceed with debugging.

Common bugs that I was unaware of until trying to run the code with a file: the strings treated as String.format was a mistranslation from the purpose of the original c++ code. Instead, construct the string desired. Strings in C# are more mutable than they are in C++, so it’s possible to do this.

Another common issue: datastructures that are not initialized. If there is a “not initialized” error, try to find the variable it’s referring to. It will likely be an object variable that requires initialization. (Usually “ = new [data type here];”.

It is also helpful to have the OSLOM original run on the same test file, to compare outputs.

Note that this only has translated undirected functionality.

**Next steps:**

Once bugs are resolved, and the current iteration returns comparable output to what the C++ program does, it will be important to port over the Directed functionality. I did not do this yet, as much will be the same between undirected and directed. In fact, a fair bit may already be there. I do not recall at the moment. However, there are different names that the directed/undirected go by.

Additionally, it will be helpful to figure out a way to change the flags. C# global variables are implemented quite differently from C++ globals, and there are presumably differences in setting what OSLOM referred to as parameters.

Finally, incorporation into MaozNet will be crucial. The algorithm currently reads in a file from a command-line argument. Look for streamreaders especially. What are currently streamwriters should be adaptable to give the desired screen outputs.

I am not familiar enough with how MaozNet works to guess about where to find datafile information / etc.