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Data Structures and Algorithms II

Project 3

User’s Manual

Setup and Compilation

1. Download and unzip the submission from eLearning on a Linux box in the multi-platform lab.
2. The submission includes:
   1. BruteForce.c
   2. Genetic.c
   3. TravelFunc.c
   4. TravelingSalesMan.c
   5. USER\_MANUAL
   6. DATA.xlsx
   7. Functional\_Decomposition.txt
   8. Weights.txt
   9. Makefile
3. Enviroment: The program has been tested in the multiplatform lab and Ubuntu Bash. The program runs in both.
4. 4. Compiling: This program contains a makefile. In command line, run the command “make -f makefile”. The program will have the name TravelingSalesMan.

Running the program. Be sure that Weights.txt is in the same directory as the source files.

User Input:

Number of cities to visit

Number of tours for the genetic algorithm

The number of Generations to run

The percent of tours to be mutated

Output: All outputs will go to the console

Example::

Cities simulated : 13

Optimal for Brute Force is : 47 Time for Brute Force : 79

Cost For Genetic Algorithm is: 47 Genetic Algorithm Time : 0

Percent optimal : 258.00%