**PROGRAM STRUCTURE**

The overall structure and conventions in this folder are discussed. The following notebooks are meant to be fixed, and not changed:

1. GameClass.ipynb : This contains the class Game.
2. GameClass\_Testing.ipynb : This contains testing of the Game class
3. UserinterfaceClass.ipynb : This contains the UserInterface class
4. UserinterfaceClass\_Testing.ipynb : This contains testing of the UserInterface class
5. GeneralStrategyClass.ipynb : This is a virtually empty abstract class for structuring how strategies are constructed.

Then we have folders which we describe as follows:

1. Graphs: Contains various NetworkX graphs that we can reuse in various simulations.
2. Simulations: Contains various simulations, that is running some cop strategy against some robber strategy, on some graph.
3. Strategies\_Cop: Contains files, where each file contains a single class, which is a cop strategy.
4. Strategies\_Robber: The same as Strategies\_Cop, but for the robber strategies.