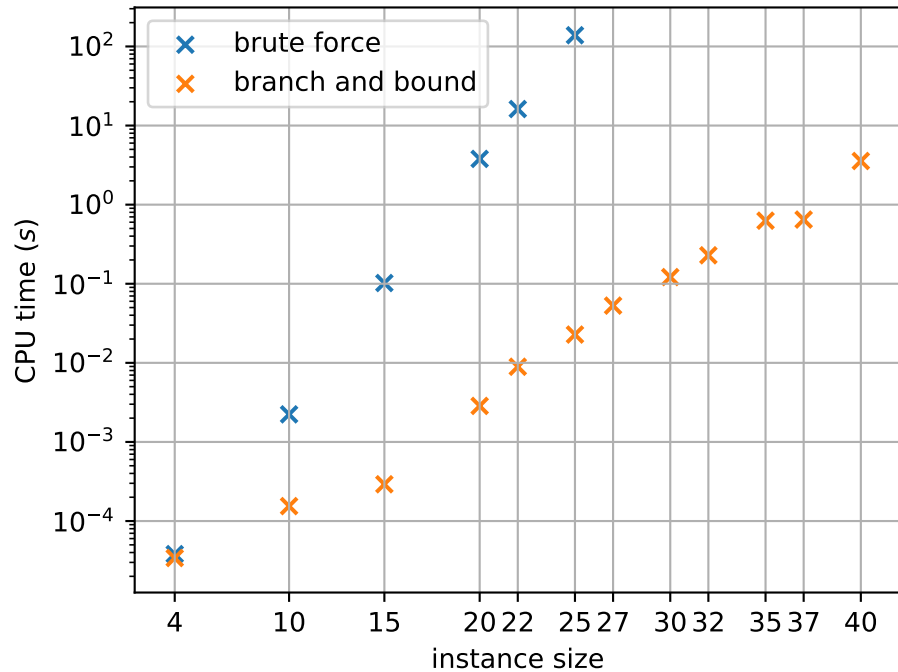


Brute Force and Branch and Bound Method



Heuristic Method

