1. **How to compile**
2. The project was created in C++ in Visual Studio 2017 (you can get it free for academic purposes).
3. To compile it successfully, please run the compilation on *Release* and on *x64*
4. The main project is IslandGA (use the “Set as startup project” option)
5. **How to execute**
6. The examples of how to run considered methods by hand are given in “run me yourself” folder.
7. To run experiments, you need to:

* Put *IslandGA.exe*, *zobristkey, default* and settings file in one folder (except the settings file you can find the rest in folder *x64/Release*).
* To run an experiment, you need the following settings files that are in settings zips
* Once you have all the necessary files you run your command-prompt console (you can type *cmd* to your system search box) go to the folder containing *IslandGA IslandGA IslandGA.exe* and the settings files. Then, just type:
  + “**IslandGA.exe 0**” to run the experiment using the *0\_entry.txt* entry file
  + “**IslandGA.exe 1**” to run the experiment using the *1\_entry.txt* entry file
  + and so on…

1. More information about executing the experiments you can find in the folder that is a part of the source code: *zz\_introduction\00 run me yourself\readme.doc*

Thank you for downloading our source codes and paying attention for our research. In case of any problem, please do not hesitate to contact us using the following email [michal.przewozniczek@pwr.edu.pl](mailto:michal.przewozniczek@pwr.edu.pl).

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