**Tideman** **🤪🤪🤪🤪🤪🤪🤪🤪🤪🤪**

*Vote Function*

* Look through candidate array for NAME
* If True
* Update ranks array ranks[i]
* If False >> return false

Same as runoff

*Record\_Preferences function*

* Update 2d array based on current voters rank
* [3 0 4 1 2] 3 is pref over 0412, 0 is over 412…

*Add Pairs function*

* Add each pair of candidates to pairs if one candidate is preffered over another
* Update global variable pair\_count to be the total number of pairs

*Sort Pairs*

* Decreasing strength o f victory
* Sort Algo

*Lock Pairs*

* Update locked to create the locked graph by adding all edges in decreasing order of victory strength, as long as there is no cycle.

Youll need some mech to detect whether or not adding an edge is going to a cycle where you could follow some path to get back to that original candidate?????????????????????????????????????/

TRUE in 2d array = arrow from one candy to another

SO basically any candidate who doesn’t have any TRUES Is winner? (I when looping J)

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