# Assignment 02. Traveling Salesman Problem

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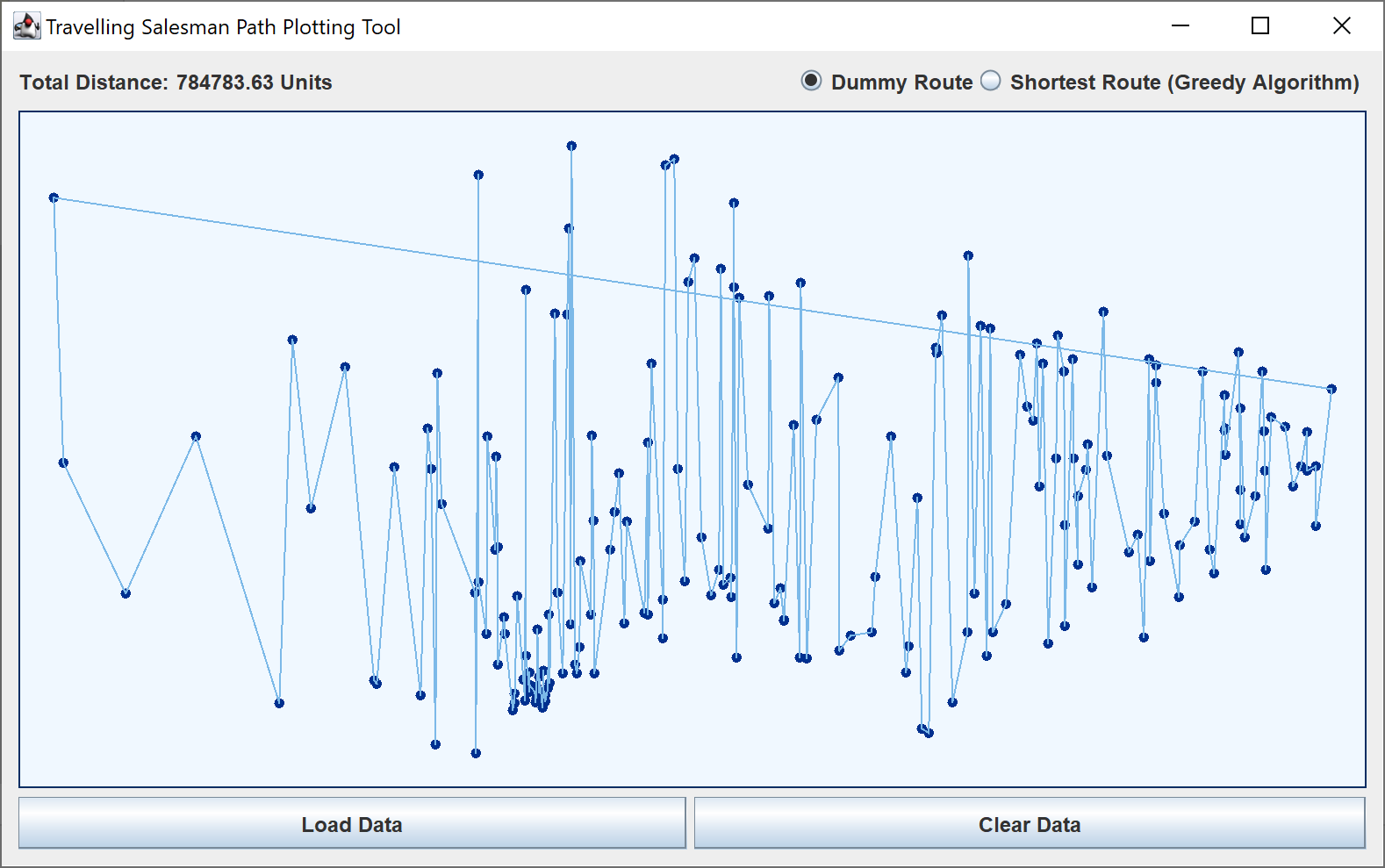
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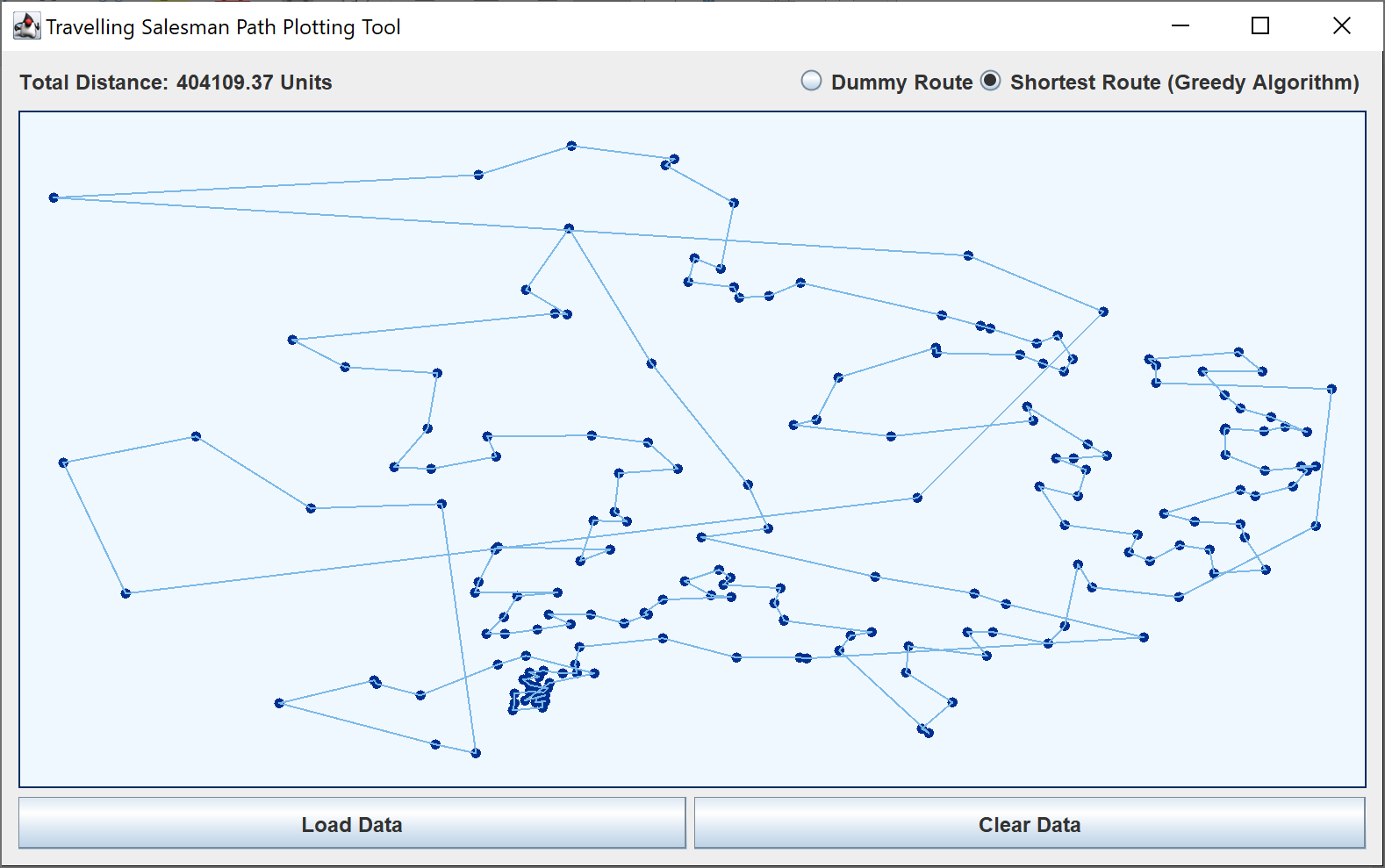
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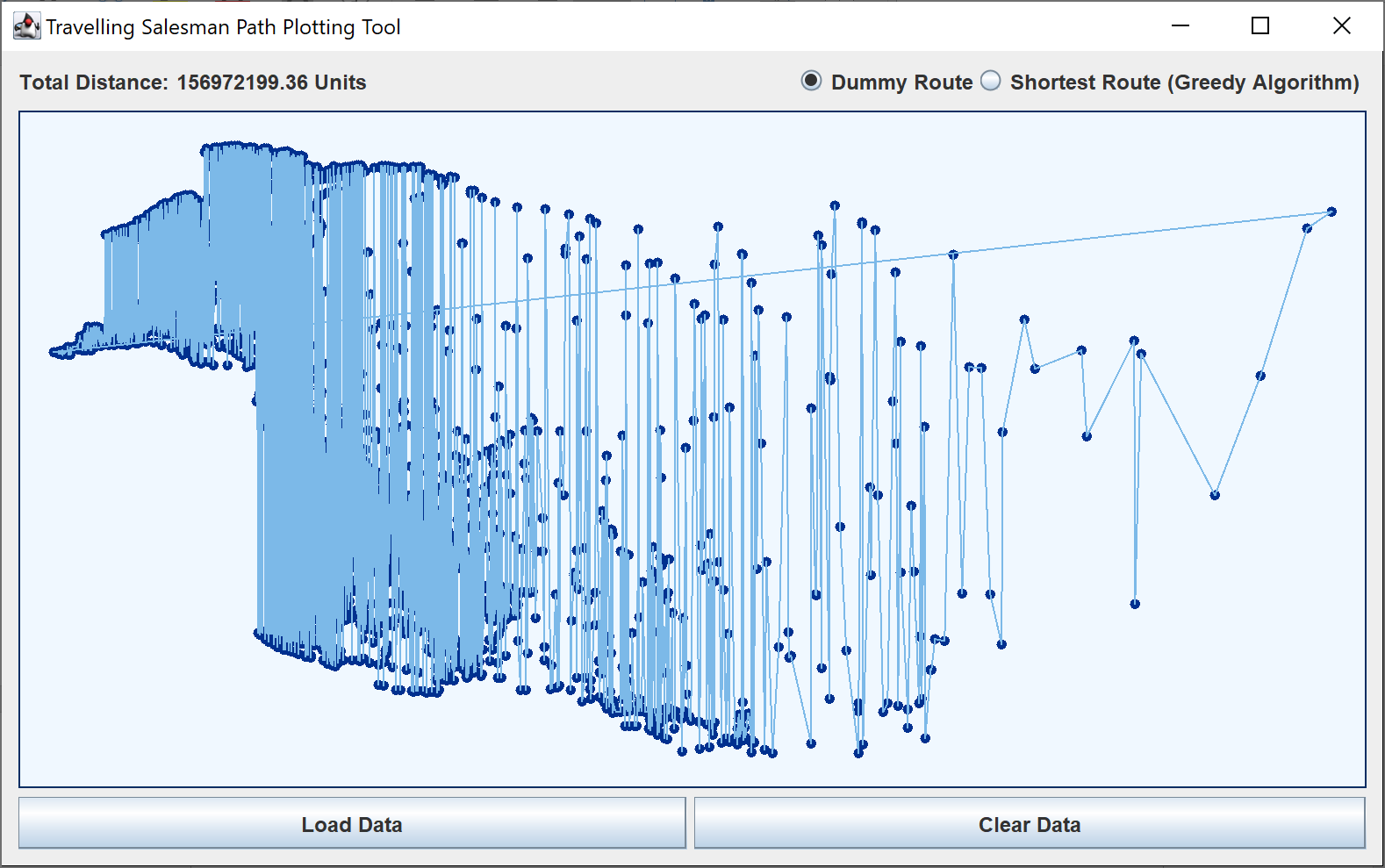
## TSP

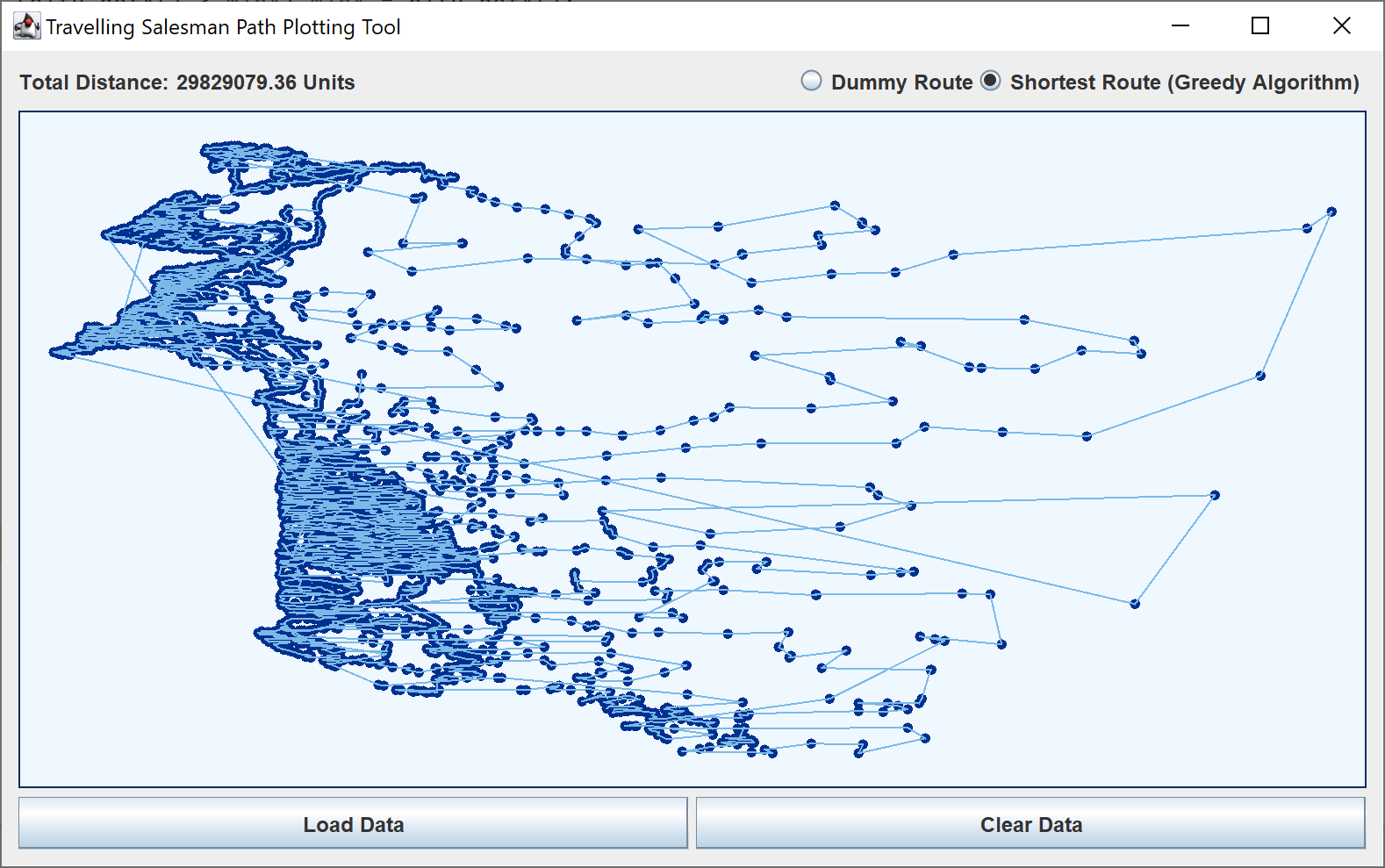
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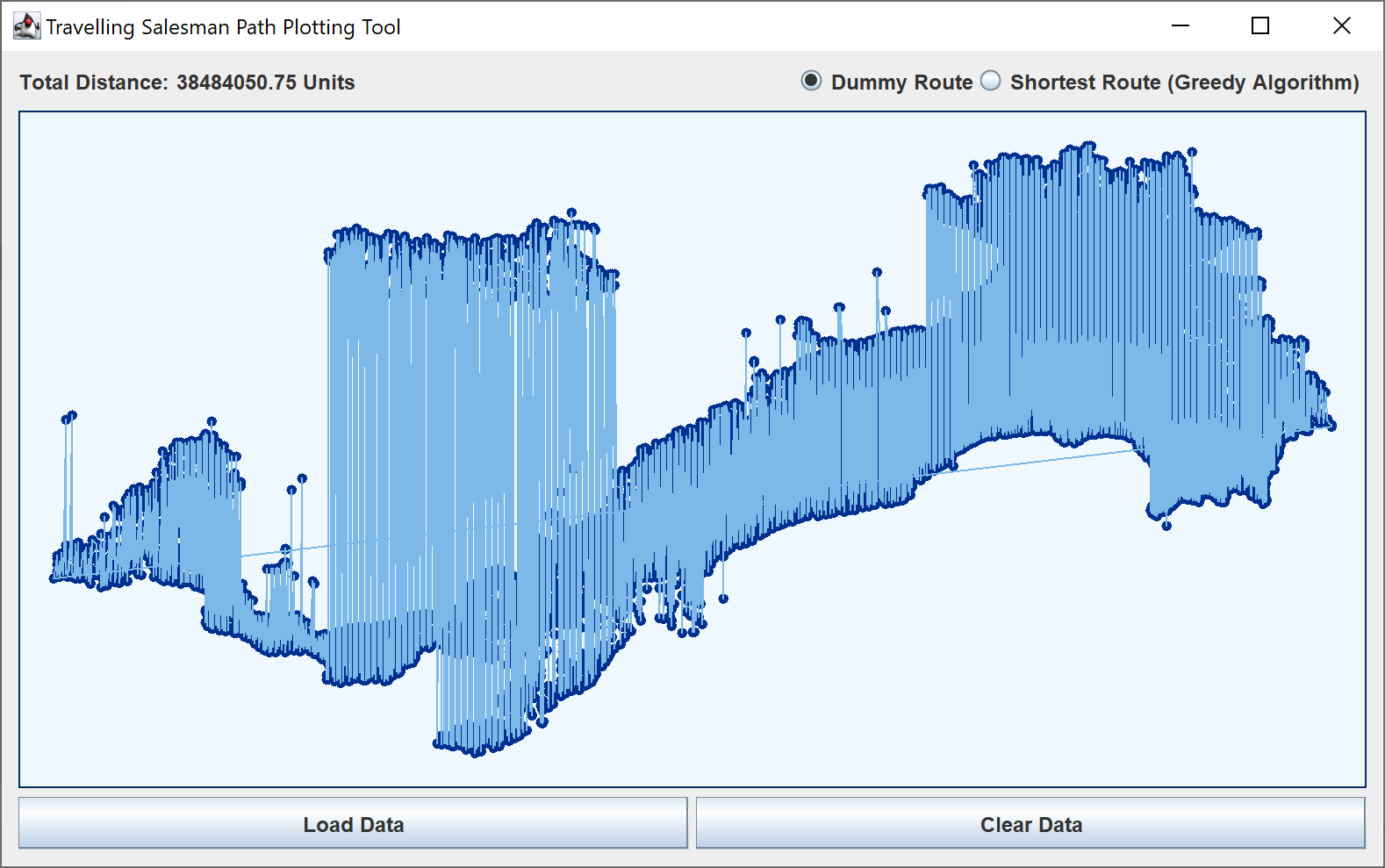


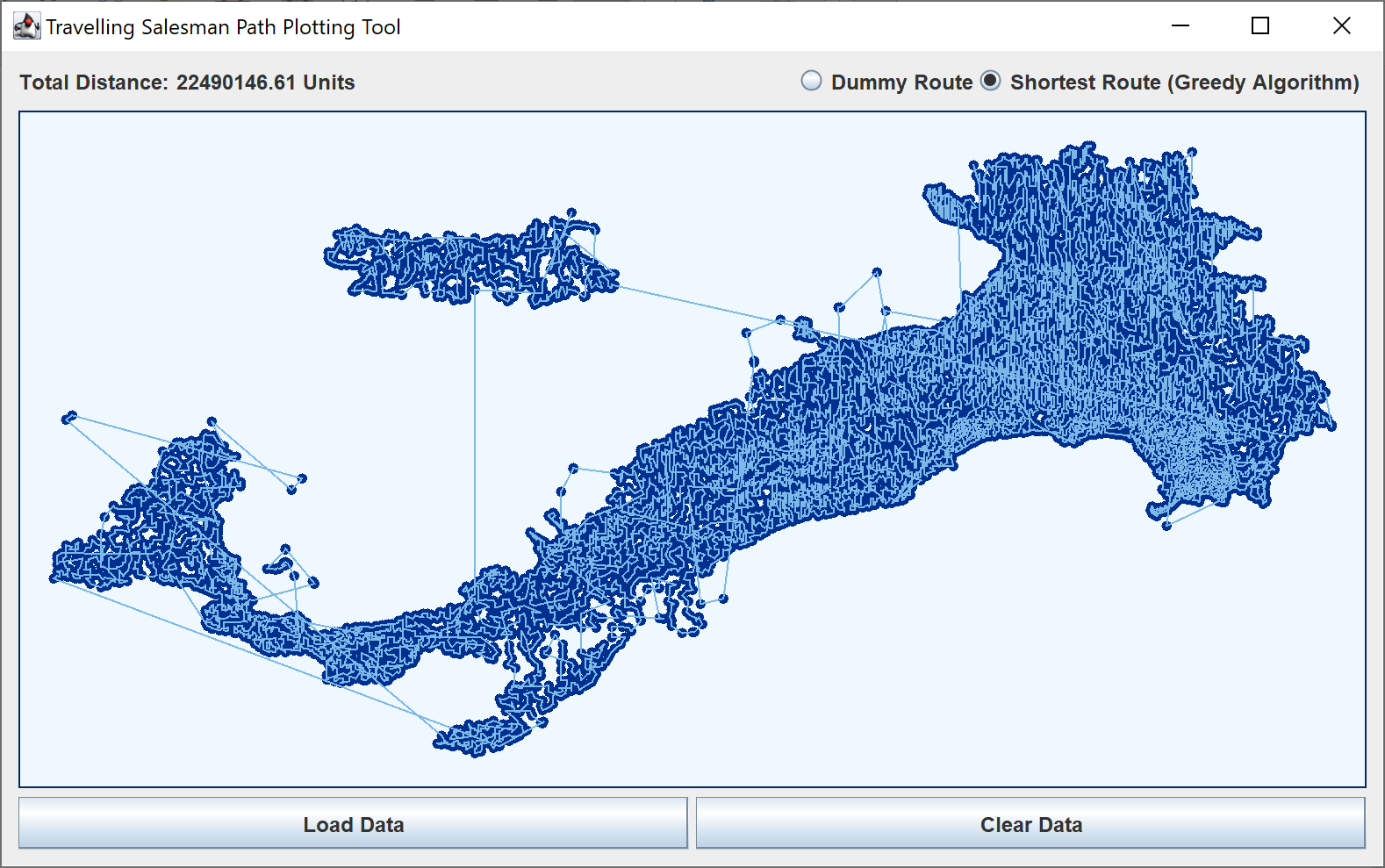
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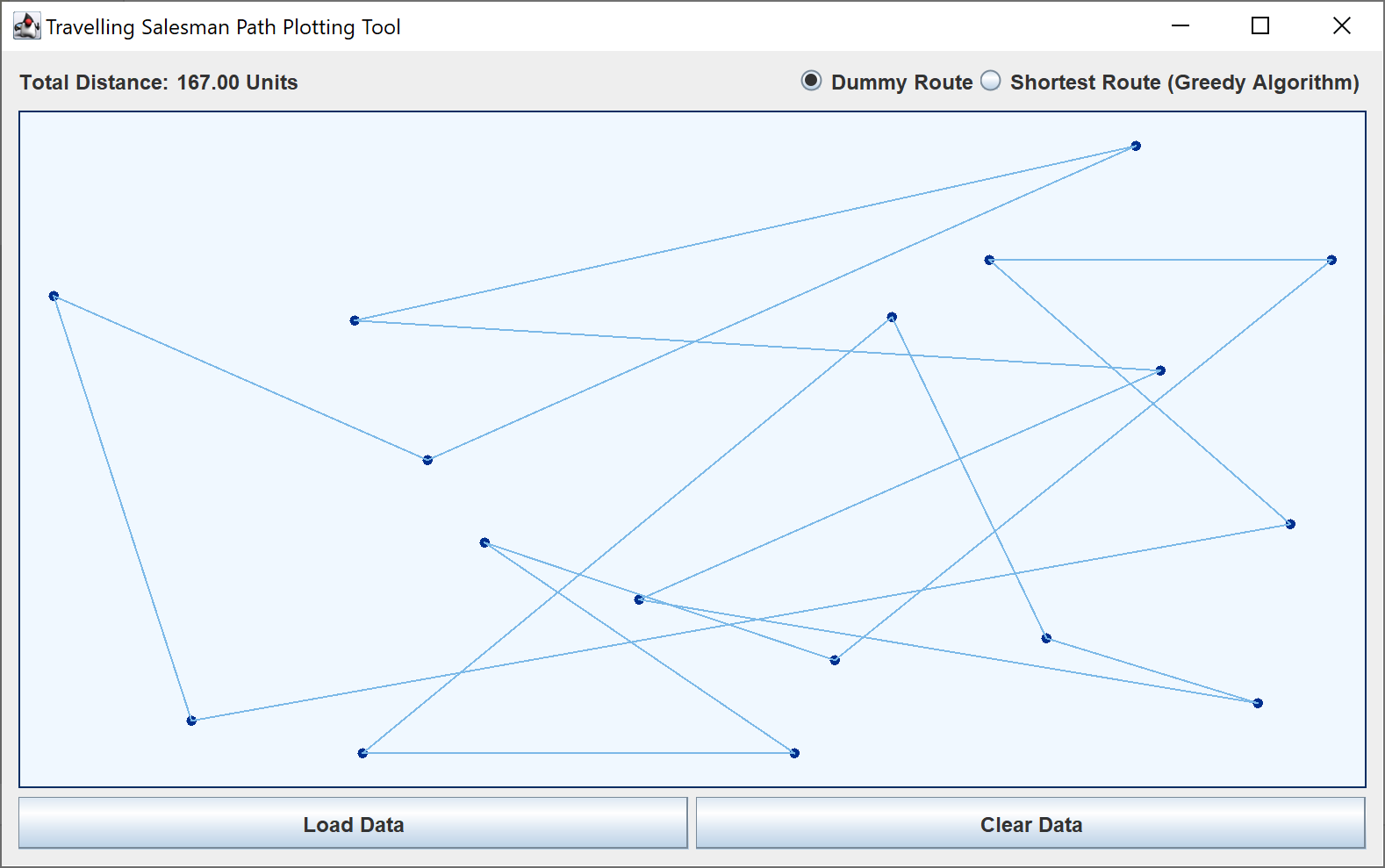
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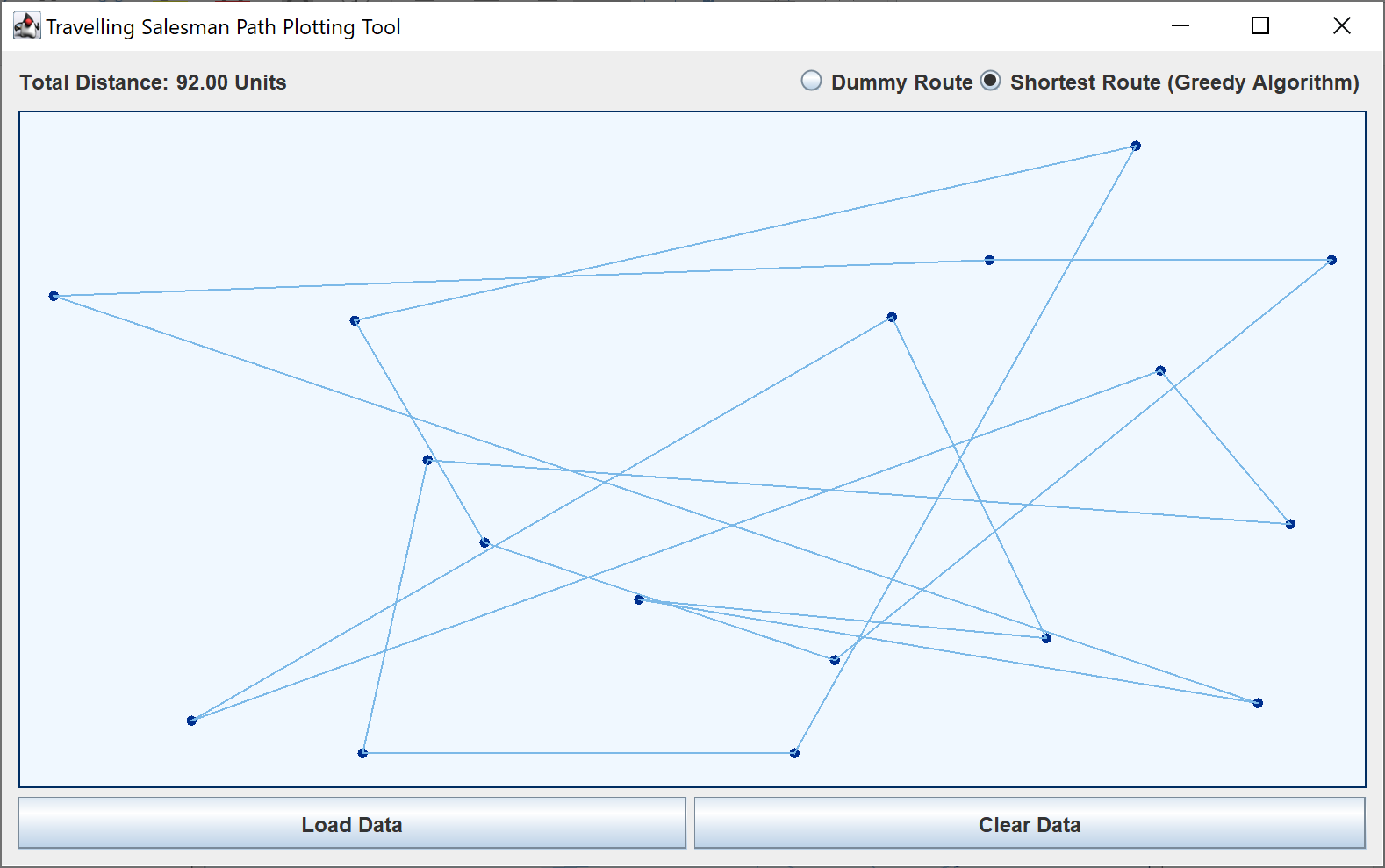




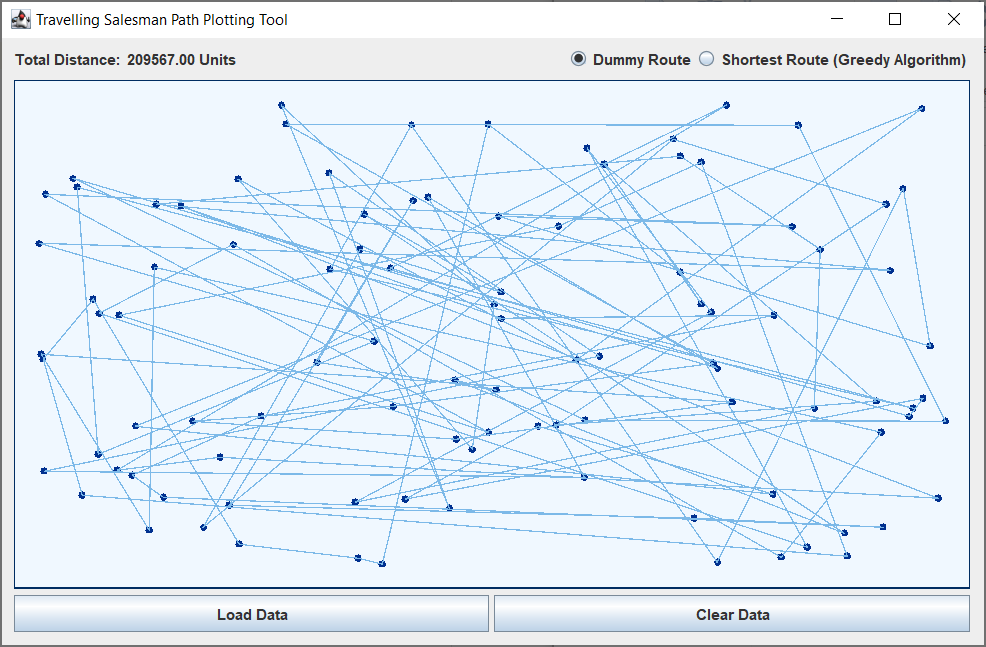
## ATSP

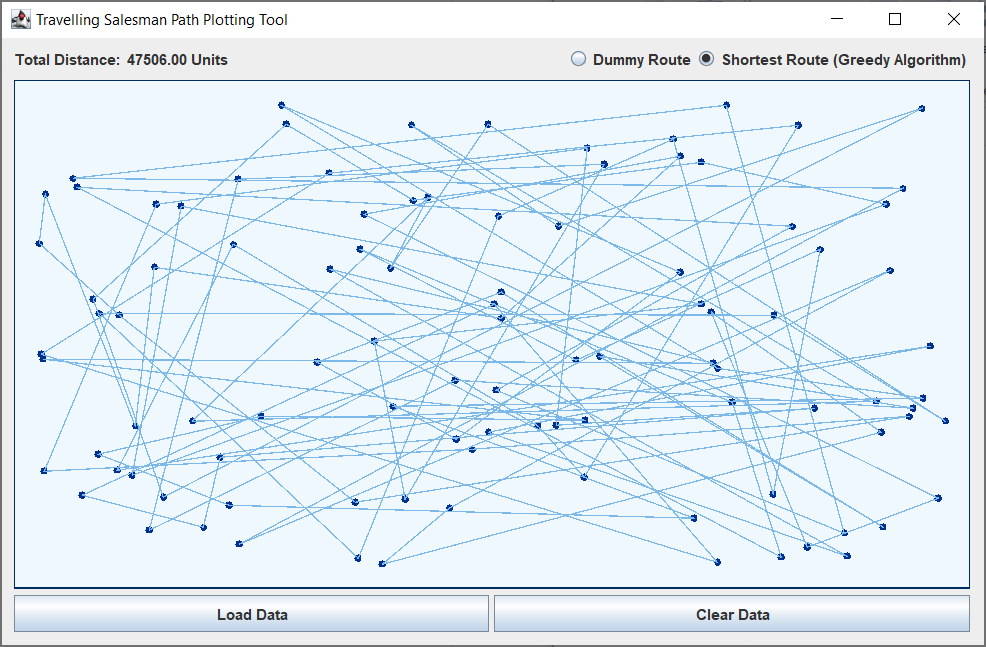
### Small(br17)



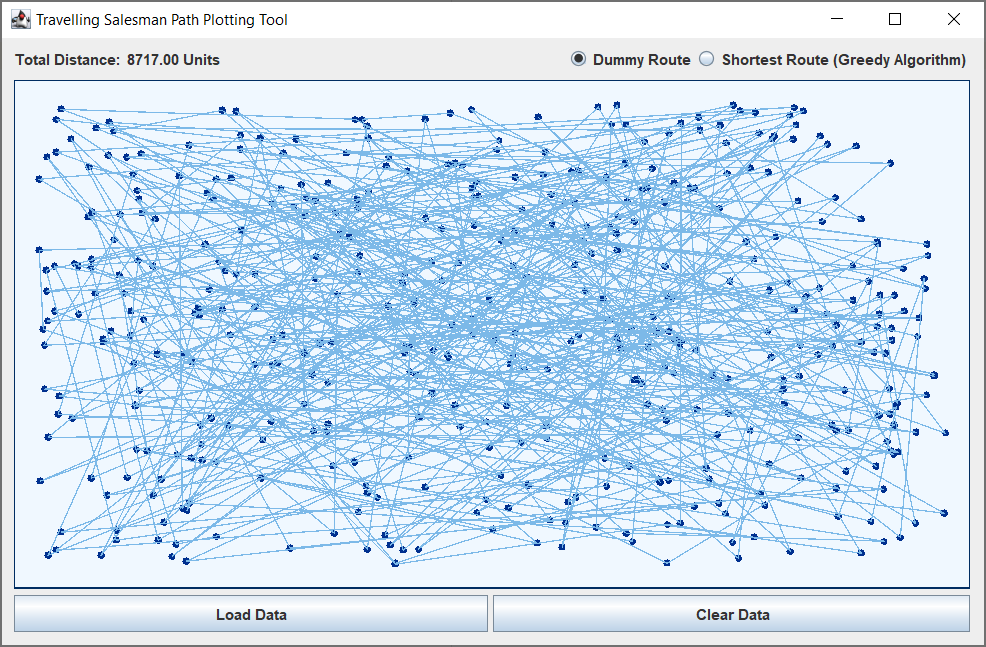


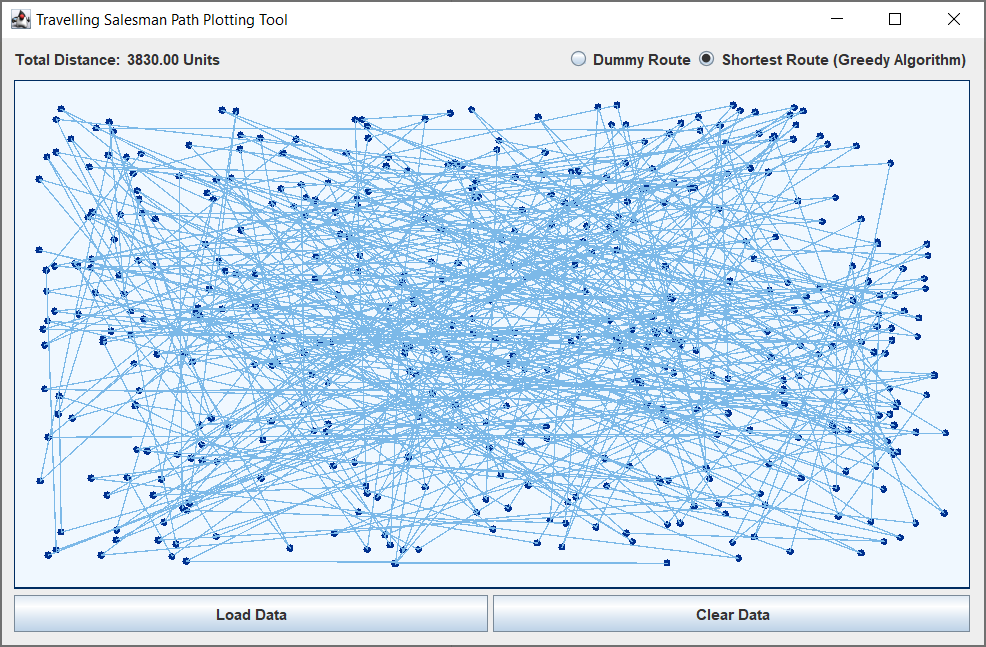
### Medium(kro124p)





### Large(rgb443)





## Conclusion

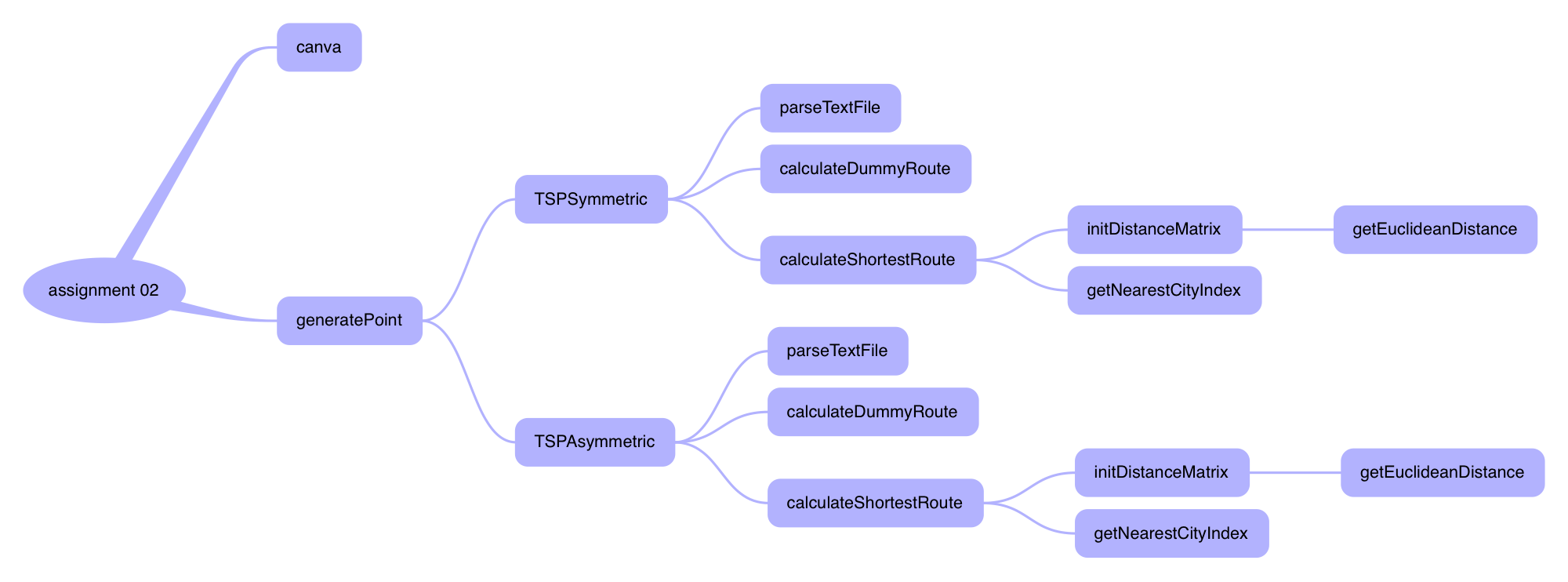
### Introduction

This program implements a GUI to display the travel route between a group of cities. It supports the input of both symmetric and asymmetric data and allows selection between a dummy route (by connecting the cities in order) and the shortest route (greedy algorithm for traveling salesman problem). It also displays the total circuit distance for the input based on the selected route type.

### Information Hiding

Route and City class declare the variable as private and provide public setter and getter methods to modify and view the values of the variables.

### Stepwise Refinement



### Modules/Functions

### Limitation

Italy(it16862) is the largest file that our program can process.