

Genetic Algorithm Program

There were many challenges when creating this program. I had to gather all the resources and watch youtube videos to understand more about genetic algorithms and fitness functions which did help me gain a better understanding how to start the program, but it was still difficult on how to go from point a to b. So first I documented what needed to be done, which was to create the lists of activities, facilitators, rooms, etc. And by extracting that data, I would be able to generate a random schedule by using the fitness function stated in the assignment as a requirement. Python makes it easier to understand how to use functions and extracting data from lists. But there were many times where I had errors in my functions and had to look up my errors and how to solve it. I think my program did a thorough job producing a random schedule for the listed activities. I think the output style looks a little confusing, but it does print out the activities, room number, time, and facilitator. As far as what I see now, I don't see anything needed to be changed, but another user might have a different opinion, I think the best way to see how I could change the fitness function or improving the program would be comparing it to another user program or creating it in a c# or java to compare the two. I think this project and the first program are great starts in diving into Algorithms and how to implement these type of algorithms into Ai and gives me a better idea on how to make better code and design