

The file `needleman.py` includes a class called *NeedWunsch()*. This class includes helper methods to calculate optimal global alignment and output the best score for the pairwise alignment of two user-specified sequences. The methods included are documented below

- `__init__(seq1,seq2,gap,mismatch,match)`: Constructor which populates `seq1`, `seq2`, `gap`, `mismatch`, `match`. User can set the two sequences by passing in any pairwise nucleotide sequence. An example is included in the `main()` method of execution where `seq1` is initialized to "actcg" and `seq2` is initialized to "acagtag". Similarly, the gap penalty, mismatch and match can be set for the computation by populating `gap`, `mismatch`, `match`.
- `BuildTable()` : Builds the initial empty table and populates row 1 and column 1 with multiples of the gap penalty
- `BuildTraceTable()`: Creates empty table to store traceback values
- `FillTable()`: Iterates from the bottom right corner of the table and calculates the positions of the max scores of its top, left and diagonal neighbors. The max of all three will be filled into the `traceTable` to compose an optimal path.
- `BuildPath()`: Build path uses the `traceTable` to compose a string of moves representing the path that is optimal. It selects arbitrarily from the set of all optimal moves in the case there is more than one.
- `GetPairwiseAlignment()`: Uses the path calculated in `BuildPath()` to compose the optimal sequences and calculate score

How To Use:

1. Open `needleman.py` in an editor of choice
2. Go into `def main()`:
3. Change the `gapPenalty` variable on line 116 to the desired gap penalty.
4. Change the `mismatchPenalty` variable on line 117 to the mismatch value
5. Change the `match` variable on line 118 to the desired match score
6. Change the first and second argument to `NeedWunsch()` on line 119 to the sequences of choice as strings.
7. Save and close `needleman.py`
8. Use `python3` to run `needleman.py`
9. Observe the output printed to the screen showing the optimal sequence and the score.