Greedy heuristics

Implement three methods:

- Random solution
- Nearest neighbor considering adding the node only at the end of the current path
- Nearest neighbor considering adding the node at all possible position, i.e. at the end, at the beginning, or at any place inside the current path
- Greedy cycle

adapted to our problem.

For each greedy method generate 200 solutions starting from each node. Generate also 200 random solutions.

The report should contain:

- Description of the problem
- Pseudocode of all implemented algorithms
- Results of a computational experiment: for each instance and method min, max and average value of the objective function.
- 2D visualization of the best solution for each instance and method. Cost of nodes should be presented e.g. by a color, greyscale, or size.
- The best solutions for each instance and method presented as a list of nodes indices (starting from 0).
- Information whether the best solutions have been checked with the solution checker.
- (Link to) the source code
- Conclusions