**NAME**

BuildingFinder – Constructor for instantiating BuildingFinder class

**SYNOPSIS**

BuildingFinder ();

BuildingFinder (executionType type);

**DESCRIPTION**

BuildingFinder class is instantiated and set to be prepared by the type of execution environment. By default, the type of execution environment is set by NONE type which needs to be configured by other type. They are specified by the following values.

**TRAIN\_ONLY** Execute only for training neural network.

**EVAL\_ONLY** Execute only for evaluation using existing neural network.

**TRAIN\_W\_EVAL** Evaluate the neural network which will be newly trained.

**NONE** Noting to be executed.

Before *run ()* method invoked, executionType variable have to be set excluding NONE by using *setType ()* method.

**RETURN VALUES**

Upon successful completion, BuildingFinder returns an object of BuildingFinder class. Otherwise, JVM reports an error for the failure.

**SEE ALSO**

run, setType

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**NAME**

get\_set – get or configure the execution environment

**SYNOPSIS**

void setInceptionPath ();

void setType (executionType type);

String getType ();

void setNumGpus (int num\_gpus);

int getNumGpus ();

void setBatchSize (int batch\_size);

int getBatchSize ();

void setMaxSteps (int max\_steps);

int getMaxSteps ();

void setTrainingPaths (String trainDataPath, String cpDataPath);

void setEvaluationPaths (String validDataPath, String cpDataPath, String returnDataPath);

void setDataPath (String trainDataPath, String validDataPath,  
 String cpDataPath, String resultDataPath);

**DESCRIPTION**

Get or set the condition in execution.

**RETURN VALUES**

set functions do not emit any return value. But get function will return the value of its condition.

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**NAME**

run – Execute the program

**SYNOPSIS**

void run ()

**DESCRIPTION**

Execute the program via executionType variable.

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