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Final Report:
The Movie-Chain-Runner Project

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Abstract

We attempted to solve the Movie-Chain-Runner Problem, a computational problem equivalent to the well-known Longest Path Problem. We designed and used Python to implement several algorithms for the problem, and include our best solution. In the end, we accomplished our original goal of constructing a movie chain of at least 300 titles. We also performed some analyses of both problem and our algorithms, and use them here to discuss approaches to the problem. Finally, we overview and reflect on our group's approach to and success.