PROCEDURE

1. Gather all materials.
2. Input values for all categories in the EEE Meta-Heuristic Algorithm.

* 10 ants
* 20 moves
* 25% exploring
* -5.12 to 5.12
* 7 trials

1. Run the program.
2. Record data by saving the HTML code onto your computer
3. Repeat steps 2 to 4 by changing the number of moves an ant can take.
4. Repeat steps 2 to 5, but this time change the exploration percentage. (keep the moves at: 50)
5. Interpret data found in all trials: see how many ants it reached the destination and how many moves it took.