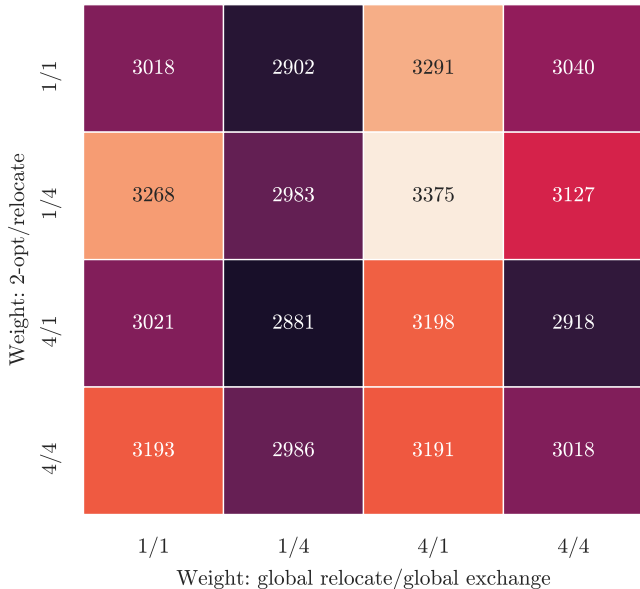


Initial solution: nearest neighbor



Initial solution: sweep

