Floring Co. Algo.
Frequency Algo.  (Solution - Generation)
John Train
(1) + Il is present inside Similar of Coursery)
(min Items, max Items) (Similar fol) (max Carriers, min Carriers)  (pens)  (pens)
(min Items, max tems) (Items)
(max Distors but ors, min Distributors) > Brendont by the two and grown that many distributors
max Distori butors, min Distoriou of that many distribut
mas Distributery Ron Exem, min Distributers Bentition)
max Distributery Con your, Minuson
( Min Rossen)
(min Carrier les Hom, mas Carriers Postern)
max Solition Size
lets see what are these attributes.
left fee what are more
(Step1): (carrier, distributors & Items Generated).
Now, time for generating themslutions
itemSoulutions (#connuler X # distribution X # Items)
in mountains in continue
at a start of flag.
Steps are gothing added to Algo.
1 (h. 1.)
2nd (Prunner) > No implementation is there
grd (Crenerator) > ym (LOGGER)
Enable Frequency type as (Node-cm)
( ) ( ) also
Count Frequency of (Node-cm) combo (toyether)
V

	Date :
	Setting Algo as. => (FREQUENCY_BASED_Algo)
1	Setting Algo a) = (FREQUENCY_BASED_AIGO)
3	
	Type are > [LEGACY, FREQUERVCY BASED,  (LOCAL_GUEDED_SEARCH)]
	MOCAL GULDED SEARCH)
	(Description of the state of th
1	
,	An Object called. Frequency Branching Contest is
	created.
	A. &
,	
-1.	Frequency Branching Contests
	FREQUENCY_BASEO_ALGO;
	For easy tune NOOR and
	Frequency type = NODE CM;
·	
	In Soile Ation Generation Com Contexts
	(
	Flance Rombin ( but 7 7 7 1
	Frequency Branching Contest -7 isset
	get Solutions)
	Solution Generation Based On Frequency Solution Generation
	Solution Generation Based On Frequency Solution Generation Local Guided
	Local Guided
	fearch.
	The state of the s

## Command Design Pattern.)

Allows to convert actions in Objects.

These Objects contain all the info method() to rall

who is the received the response of this Object.

(Next Action)

Components of Command Design Pattern ?

\*

\* (ommand Interface > Interface for all commands > get Mextyley()

\* Con orde Command -> Actual Implementation of the Command tutularee

## Sol ution Chemination. In

1. Command Interpace.

public interface Solution Generation Step (ALGO-CONTEXT, CONTEXT, REQUEST, Response) What to return execute (ALGO\_CONTEXT algoContest, CONTEXT context, REQUEST pages); Solution (reneration Stap (ALGO\_CONTENT, CONTENT, REQUEST, RESPONSE) get Next Http(); ) North Action setNertStep ( Solution Primeration Step < ALGO CONTERT, CONTERT, RELIGIEST, RESPONSE) restStepp); AlgoStap getStap Name();

First Stlp is context Generation Frequency Based Algorithm

Then 3 steps are there.

- FirstStep = ReaderStep.
- Znd Step= Privner Step
- Converator Step.

Twist is there. Now

Earl of these steps can have their own implementations

Honce Factory Pattern has been introduced here.

Each Step has an abstract class such that it is able to implement, multiple variations. Interface Solution Generation Skp execute() getNextStep(). Reader Step Abstract Class Generator Step. Algernant Class Histract class Bruner Step next step; nextstep; next step; Nobel on Frequency Bruner Impl Node Contraguency Reader Loyel Note (MFrequency Grownston Impl. Note Frequency Generator Impl Node Frequency Generalmel Node Forquency Reader Impl Abstract Class Strategy Executor Solution Generation Step first Step; politic abstract RESPONSE execute SKPS ( ). Frequency Branching Strategy Execution pl executeSteps ()

Now carry the main method. get Salutions ( Solution Generation Contest, Salution Grenwrattin Request Bucket M (01) xcts. non Null ( strategy Frecutor birotsty)) } refun Strategy Executor. executesteps (...) 3 else & this will not be exected as during bean creation // Here we create the binstStap is always == null. Treating constar ) -> Cade 1st Step -) Reader Step = Neader Step. (all Reader Factory to generate Read Step Strategy Executor. Set ist Step ( Madwhap). 2 nd Step -> Get Bruner Steep and set it as poxt step for Reador Step = Privar Step. E Call Phirm Factory to generate Phinastep Menden Step. Set Mext Step ( Rrunus Step) 3 rd step is Great Crementon Stup and set it would step for Brown stap = Crementon Stap Call Generator Fictory to generate Generate Sup privarsty set Most Sty ( Greinat of Stap) Now we have to Study execution of each step. then call n (au Strategy Executor executifien) 3.