README

File Arrangement

- code
    - report.pdf This file is our final report
    - README.pdf This file is this README.pdf
- document
    - data_generator
        - testGenerator.cpp This file is the source file of the data Generator
        - testGenerator.exe This file generates test files using inputs
    - GUI
        - myTexture This directory contains the source code of the GUI
        - myTexture_demo This directory contains the instance of the GUI
    - source_code
        - Correcness Test.cpp This file is the source file of test file
        - Correcness Test.exe This file test the result
        - Texture Packing.cpp This file is the source code of our program
        - Texture Packing.exe This file is the executable file of our program

How To Run

Method 1

1. First, use testGenerator.exe to generate testing data. This executable file will create a directory that contains a data.in file.
2. Second, put the previous data.in in the same directory with Texture Packing.cpp
3. Third, use an IDE to open Texture Packing.cpp and then run it.

Method 2

1. First, use testGenerator.exe to generate testing data. This executable file will create a directory that contains a data.in file.
2. Second, run myTexture.exe (This file is in code/GUI/myTexture_demo).
3. Third, load the data.in in the myTexture.exe, input an iteration time, then click one algorithm button.
4. Fourth, the result will display using a graph.

PS: If the graph can only display partly, you can resize the box size by dragging its borders.

Develop Environment

CLion 2020.1.1 Build #CL-201.7223.86, built on April 29, 2020

Runtime version: 11.0.6+8-b765.40 amd64

VM: OpenJDK 64-Bit Server VM by JetBrains s.r.o Windows 10 10.0 GC:

ParNew, ConcurrentMarkSweep Memory: 1987M Cores: 8 Registry:

run.processes.with.pty=TRUE, ide.suppress.double.click.handler=true

Compiler

gcc (x86_64-posix-sjlj-rev0, Built by MinGW-W64 project) 8.1.0