

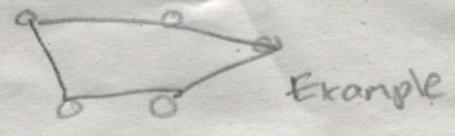
21 + 29.5

- 1. It's a problem to solve that where you want max or min something
+3
- 2. It's a method where you solve every problem by your own hands,
+3 it's the worst way to solve a optimization problem, but probably can you get the best way.
- 3. It's a method that you solve a combinatorial optimization problem
+4 that you structure a way to solve it in the minimal time possible, probably not get it the best answer, but a good one.
- 4. Because the heuristic probably, it's not the best way to solve, but probably
+1 don't take it too much time to get a considerable answer.

5. It's a heuristic that use a specific method to solve problems.
+1

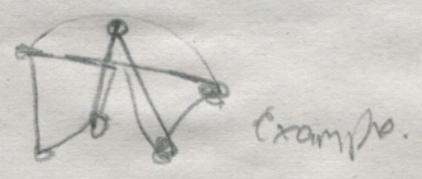
6. the nearest neighbor it's a heuristic where you put a initial place and success you put the next place to go in the neighbor more nearest to the last place.

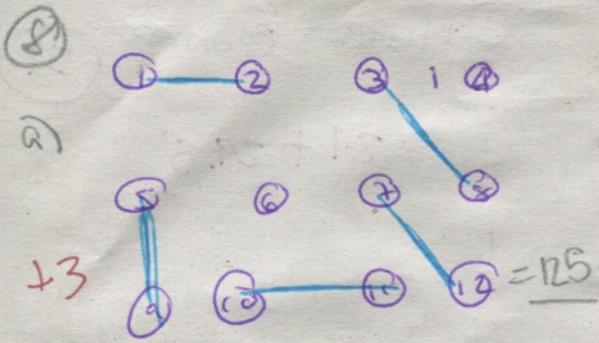
+5



7. the nearest intersection it's a heuristic when you can use a intersection some times when another place it's better.

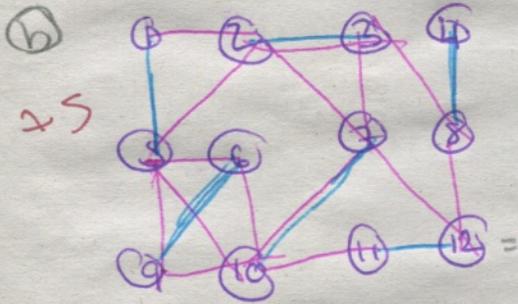
+4



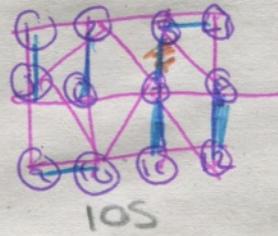
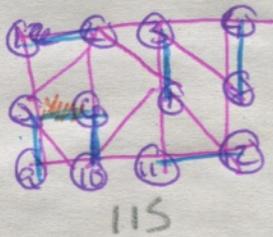
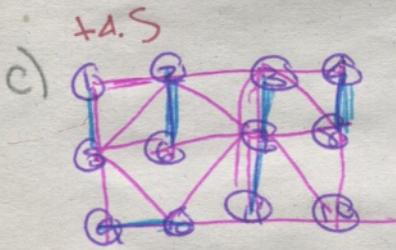


Its a good solution but probably not the best because its only a random solution that dont follow any rule.

Is it feasible??



its not a feasible solution because (6,9) dont exist.



M⁴ is the best of the three, next 115, and last 105

91) Inf.

d) The heuristic that I think its the next fast to solve its searching the most value possible on going to the next every time +12

1. In first way we have the entire (i,j) so we can put in order to the most weight here, and start to start
2. Next we have the restriction to dont have the same node, so we can put to dont use the same i or j again.
3. Start to start it every time, and the most value possible its the best

Too complex

