
Subject: Stable Marriage Algorithm: interactive algorithm

Posted by [forlano](#) on Thu, 27 Sep 2007 19:57:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

if you know the problem that it solves maybe this package could be interesting. I was not able to find a C++ version around so I wrote one. Then I added a minimalist gui to provide some interaction.

You can see each step of the algorithm and how it works.

Luigi

PS: using the U++ containers everything was amazing easy.

File Attachments

1) [GuiStableMarriage.rar](#), downloaded 448 times

Subject: Re: Stable Marriage Algorithm: interactive algorithm

Posted by [forlano](#) on Thu, 27 Sep 2007 19:58:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

... and a screenshot:

File Attachments

1) [pict.jpg](#), downloaded 839 times

Subject: Re: Stable Marriage Algorithm: interactive algorithm

Posted by [tvanriper](#) on Mon, 08 Oct 2007 01:23:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

If I have it right, you're referring to this:

http://en.wikipedia.org/wiki/Stable_marriage_problem

Subject: Re: Stable Marriage Algorithm: interactive algorithm

Posted by [forlano](#) on Mon, 08 Oct 2007 09:05:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

tvanriper wrote on Mon, 08 October 2007 03:23 If I have it right, you're referring to this:

http://en.wikipedia.org/wiki/Stable_marriage_problem

Yes, you are right.

Luigi
