IF2211 STRATEGI ALGORITMA

LAPORAN TUGAS KECIL 1
Penyelesaian Word Search Puzzle dengan Algoritma Brute Force

Oleh:

Tri Sulton Adila **13520033**

PROGRAM STUDI TEKNIK INFORMATIKA
SEKOLAH TEKNIK ELEKTRO DAN INFORMATIKA
INSTITUT TEKNOLOGI BANDUNG
2022

A. Langkah-Langkah Algoritma Brute Force

1. Telusuri setiap huruf yang terdapat pada puzzle mulai dari baris dan kolom pertama sampai baris dan kolom terakhir.
2. Periksa huruf yang terdapat pada puzzle dengan setiap huruf pertama pattern.
3. Apabila huruf puzzle sama dengan huruf awal suatu pattern, lakukan pemeriksaan huruf selanjutnya dalam delapan arah, yaitu atas, kanan atas, kanan, kanan bawah, bawah, kiri bawah, kiri, dan kiri atas.
4. Untuk setiap pemeriksaan dalam delapan arah, periksa terlebih dahulu apakah terdapat cukup sel dalam arah yang akan diperiksa untuk memuat pattern.
5. Apabila jumlah sel cukup, lakukan pemeriksaan untuk huruf berikutnya dari pattern dengan huruf pada sel selanjutnya dari arah yang diperiksa dalam puzzle.
6. Apabila semua huruf pada puzzle dalam arah yang diperiksa cocok dengan huruf pada pattern artinya pattern tersebut telah berhasil ditemukan
7. Apabila ada satu huruf yang tidak cocok, lakukan pemeriksaan pada arah selanjutnya.
8. Apabila tidak ada kecocokan pada setiap arah, kembali ke langkah dua untuk pattern selanjutnya.

B. Source Code Program

a. main.cpp

```
#include <iostream>
#include <fstream>
#include <string>
#include <chrono>
#include "point.cpp"
using namespace std;
using namespace std::chrono;

void printResult(char **puzzle, int rowSize, int columnSize, POINT *words, int wordNumber) {
   for(int k = 0; k < wordNumber; k++) {
      int l;
      POINT p = words[k];
      switch (DIRECTION(p))
      {
      case 1:
         for(int i = 0; i < rowSize; i++) {
            for(int j = 0; j < columnSize; j++) {
               if(i <= ROW(p) && i > ROW(p) - WORDLENGTH(p) && j == COLUMN(p)) {
                  cout << puzzle[i][j];
               } else {
                  cout << "-";
               }
```

```
            if(j == columnSize - 1) {
               cout << endl;
            } else {
               cout << " ";
            }
         }
      }
      break;
   case 2:
      l = WORDLENGTH(p);
      for(int i = 0; i < rowSize; i++) {
         for(int j = 0; j < columnSize; j++) {
            if(l > 0 && i == ROW(p) - l + 1 && j == COLUMN(p) + l - 1) {
               l--;
               cout << puzzle[i][j];
            } else {
               cout << "-";
            }
            if(j == columnSize - 1) {
               cout << endl;
            } else {
               cout << " ";
            }
         }
      }
      break;
   case 3:
      for(int i = 0; i < rowSize; i++) {
         for(int j = 0; j < columnSize; j++) {
            if(i == ROW(p) && j >= COLUMN(p) && j < COLUMN(p) +
WORDLENGTH(p)) {
               cout << puzzle[i][j];
            } else {
               cout << "-";
            }
            if(j == columnSize - 1) {
               cout << endl;
            } else {
               cout << " ";
            }
         }
      }
      break;
   case 4:
```

```
            l = 0;
            for(int i = 0; i < rowSize; i++) {
               for(int j = 0; j < columnSize; j++) {
                  if(l < WORDLENGTH(p) && i == ROW(p) + l && j == COLUMN(p) +
l) {
                     l++;
                     cout << puzzle[i][j];
                  } else {
                     cout << "-";
                  }
                  if(j == columnSize - 1) {
                     cout << endl;
                  } else {
                     cout << " ";
                  }
               }
            }
            break;
         case 5:
            for(int i = 0; i < rowSize; i++) {
               for(int j = 0; j < columnSize; j++) {
                  if(i >= ROW(p) && i < ROW(p) + WORDLENGTH(p) && j ==
COLUMN(p)) {
                     cout << puzzle[i][j];
                  } else {
                     cout << "-";
                  }
                  if(j == columnSize - 1) {
                     cout << endl;
                  } else {
                     cout << " ";
                  }
               }
            }
            break;
         case 6:
            l = 0;
            for(int i = 0; i < rowSize; i++) {
               for(int j = 0; j < columnSize; j++) {
                  if(l < WORDLENGTH(p) && i == ROW(p) + l && j == COLUMN(p) -
l) {
                     l++;
                     cout << puzzle[i][j];
                  } else {
```

```
                cout << "-";
            }
            if(j == columnSize - 1) {
                cout << endl;
            } else {
                cout << " ";
            }
        }
    }
    break;
case 7:
    for(int i = 0; i < rowSize; i++) {
        for(int j = 0; j < columnSize; j++) {
            if(i == ROW(p) && j <= COLUMN(p) && j > COLUMN(p) - WORDLENGTH(p)) {
                cout << puzzle[i][j];
            } else {
                cout << "-";
            }
            if(j == columnSize - 1) {
                cout << endl;
            } else {
                cout << " ";
            }
        }
    }
    break;
case 8:
    l = WORDLENGTH(p);
    for(int i = 0; i < rowSize; i++) {
        for(int j = 0; j < columnSize; j++) {
            if(l > 0 && i == ROW(p) - l + 1 && j == COLUMN(p) - l + 1) {
                l--;
                cout << puzzle[i][j];
            } else {
                cout << "-";
            }
            if(j == columnSize - 1) {
                cout << endl;
            } else {
                cout << " ";
            }
        }
    }
```

```
            break;
        default:
            break;
        }
        cout << endl;
    }
}

void loadData(string nameFile, char **puzzle, int rowSize, int columnSize, string* words) {
    char ch;
    int countEnter = 0;
    string word = "";
    int i = 0;
    int j = 0;
    int k = 0;
    fstream inFile2("../test/"+nameFile, fstream::in);
    while(inFile2 >> noskipws >> ch) {
        if(countEnter != 2) {
            if(ch == '\n') {
                countEnter++;
                i++;
                j = 0;
            } else {
                if(ch != ' ') {
                    puzzle[i][j] = ch;
                    j++;
                }
                countEnter = 0;
            }
        } else {
            if(ch != '\n') {
                if(ch != ' ') {
                    word = word + ch;
                }
            } else {
                words[k] = word;
                k++;
                word = "";
            }
        }
    }
    if(word != "") {
        words[k] = word;
```

```
    }
}

void getPuzzleSize(string nameFile, int &rowSize, int &columnSize, int &wordNumber) {
    char ch;
    int countEnter = 0;
    bool stopCountColumn = false;
    fstream inFile("../test/"+nameFile, fstream::in);

    while(inFile >> noskipws >> ch) {
        if(countEnter != 2) {
            if(ch == '\n') {
                countEnter++;
                rowSize++;
                stopCountColumn = true;
            } else {
                if(!stopCountColumn && ch != ' ') {
                    columnSize++;
                }
                countEnter = 0;
            }
        } else {
            if(ch == '\n') {
                wordNumber++;
            }
        }
    }
}

int main() {
    string nameFile;
    cout << "Masukkan nama file: ";
    cin >> nameFile;

    int rowSize = -1;
    int columnSize = 0;
    int wordNumber = 1;
    getPuzzleSize(nameFile, rowSize, columnSize, wordNumber);

    char** puzzle = new char*[rowSize];
    for(int i = 0; i < rowSize; i++) {
        puzzle[i] = new char[columnSize];
    }
```

```
    string words[wordNumber];
    loadData(nameFile, puzzle, rowSize, columnSize, words);
    POINT coordinateDirection[wordNumber];
    int wordFound = 0;
    int compareCount = 0;

    auto start = chrono::steady_clock::now();
    for(int i = 0; i < rowSize; i++) {
        for(int j = 0; j < columnSize; j++) {
            for(int k = 0; k < wordNumber; k++) {
                compareCount++;
                if(puzzle[i][j] == words[k][0] && words[k] != "") {
                    bool found = false;
                    bool finish = false;
                    while(!found && !finish) {
                        int wordLength = words[k].length();
                        // pemeriksaan ke atas
                        if(i >= wordLength - 1) {
                            int l = 1;
                            while(l < wordLength && words[k][l] == puzzle[i - l][j]) {
                                l++;
                                compareCount++;
                            }
                            if(l == wordLength) {
                                coordinateDirection[wordFound] = MakePOINT(i, j, 1,
wordLength);
                                wordFound++;
                                words[k] = "";
                                found = true;
                            }
                        }
                        // pemeriksaan ke kanan atas
                        if(j <= columnSize - wordLength && i >= wordLength - 1) {
                            int l = 1;
                            while(l < wordLength && words[k][l] == puzzle[i - l][j + l]) {
                                l++;
                                compareCount++;
                            }
                            if(l == wordLength) {
                                coordinateDirection[wordFound] = MakePOINT(i, j, 2,
wordLength);
                                wordFound++;
                                words[k] = "";
                                found = true;
```

```
                }
            }
            // pemeriksaan ke kanan
            if(j <= columnSize - wordLength) {
                // cout << words[k] << " sedang diperiksa ke kanan" << endl;
                int l = 1;
                while(l < wordLength && words[k][l] == puzzle[i][j + l]) {
                    l++;
                    compareCount++;
                }
                if(l == wordLength) {
                    coordinateDirection[wordFound] = MakePOINT(i, j, 3,
wordLength);
                    wordFound++;
                    words[k] = "";
                    found = true;
                }
            }
            // pemeriksaan ke kanan bawah
            if(j <= columnSize - wordLength && i <= rowSize - wordLength) {
                int l = 1;
                while(l < wordLength && words[k][l] == puzzle[i + l][j + l]) {
                    l++;
                    compareCount++;
                }
                if(l == wordLength) {
                    coordinateDirection[wordFound] = MakePOINT(i, j, 4,
wordLength);
                    wordFound++;
                    words[k] = "";
                    found = true;
                }
            }
            // pemeriksaan ke bawah
            if(i <= rowSize - wordLength) {
                int l = 1;
                while(l < wordLength && words[k][l] == puzzle[i + l][j]) {
                    l++;
                    compareCount++;
                }
                if(l == wordLength) {
                    coordinateDirection[wordFound] = MakePOINT(i, j, 5,
wordLength);
                    wordFound++;
```

```
                    words[k] = "";
                    found = true;
                }
            }
            // pemeriksaan ke kiri bawah
            if(i <= rowSize - wordLength && j >= wordLength - 1) {
                int l = 1;
                while(l < wordLength && words[k][l] == puzzle[i + l][j - l]) {
                    l++;
                    compareCount++;
                }
                if(l == wordLength) {
                    coordinateDirection[wordFound] = MakePOINT(i, j, 6,
wordLength);
                    wordFound++;
                    words[k] = "";
                    found = true;
                }
            }
            // pemeriksaan ke kiri
            if(j >= wordLength - 1) {
                int l = 1;
                while(l < wordLength && words[k][l] == puzzle[i][j - l]) {
                    l++;
                    compareCount++;
                }
                if(l == wordLength) {
                    coordinateDirection[wordFound] = MakePOINT(i, j, 7,
wordLength);
                    wordFound++;
                    words[k] = "";
                    found = true;
                }
            }
            // pemeriksaan ke kiri atas
            if(j >= wordLength - 1 && i >= wordLength - 1) {
                int l = 1;
                while(l < wordLength && words[k][l] == puzzle[i - l][j - l]) {
                    l++;
                    compareCount++;
                }
                if(l == wordLength) {
                    coordinateDirection[wordFound] = MakePOINT(i, j, 8,
wordLength);
```

```
                    wordFound++;
                    words[k] = "";
                    found = true;
                }
            }
            finish = true;
        }
    }
  }
 }
 auto end = chrono::steady_clock::now();
 printResult(puzzle, rowSize, columnSize, coordinateDirection, wordNumber);
 cout<<chrono::duration_cast<chrono::nanoseconds>(end-start).count()<<"
nanoseconds"<<endl;
      cout<<chrono::duration_cast<chrono::microseconds>(end-start).count()<<    "
microseconds" << endl;
 cout << "Jumlah perbandingan huruf : " << compareCount << endl;
}
```

b. point.cpp

```
#include "point.h"

POINT MakePOINT (int i, int j, int direction, int length) {
   POINT p;
   ROW(p) = i;
   COLUMN(p) = j;
   DIRECTION(p) = direction;
   WORDLENGTH(p) = length;
   return p;
}
```

c. point.h

```
#ifndef POINT_H
#define POINT_H

typedef struct {
     int i;
     int j;
   int direction;
     int wordLength;
} POINT;


#define ROW(P) (P).i
```

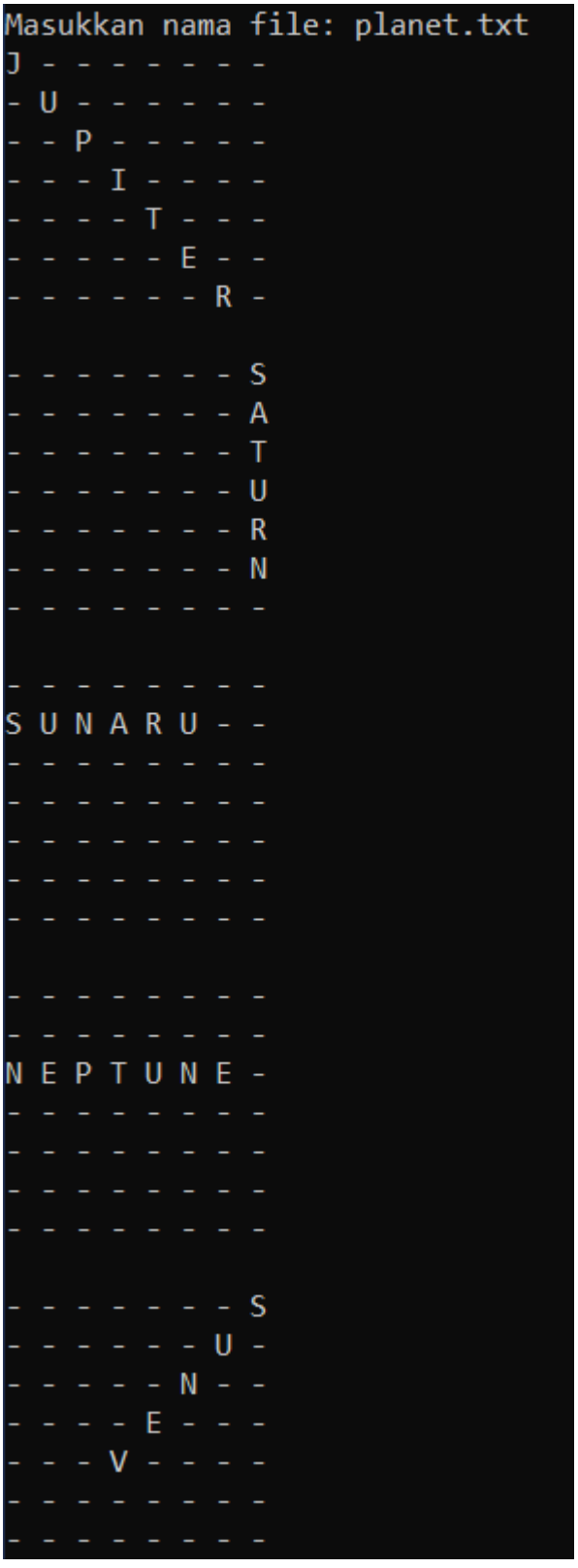
```
#define COLUMN(P) (P).j
#define DIRECTION(P) (P).direction
#define WORDLENGTH(P) (P).wordLength

POINT MakePOINT (int i, int j, int direction, int length);

#endif
```

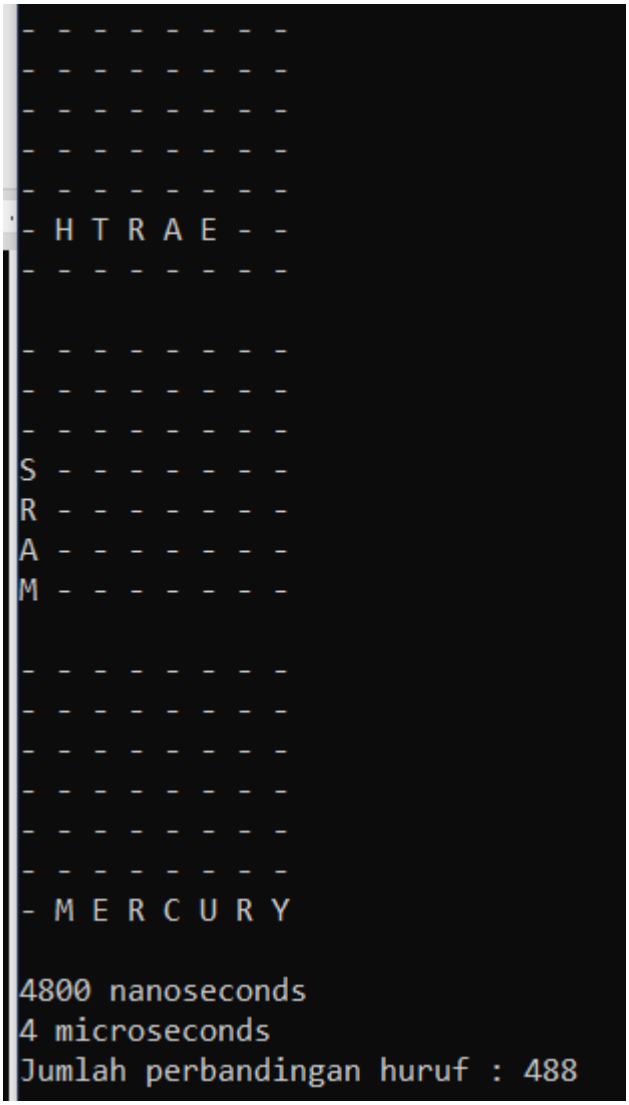
C. Screenshoot Hasil Uji

Ukuran yang terlalu besar akan ditaruh di forder test/output

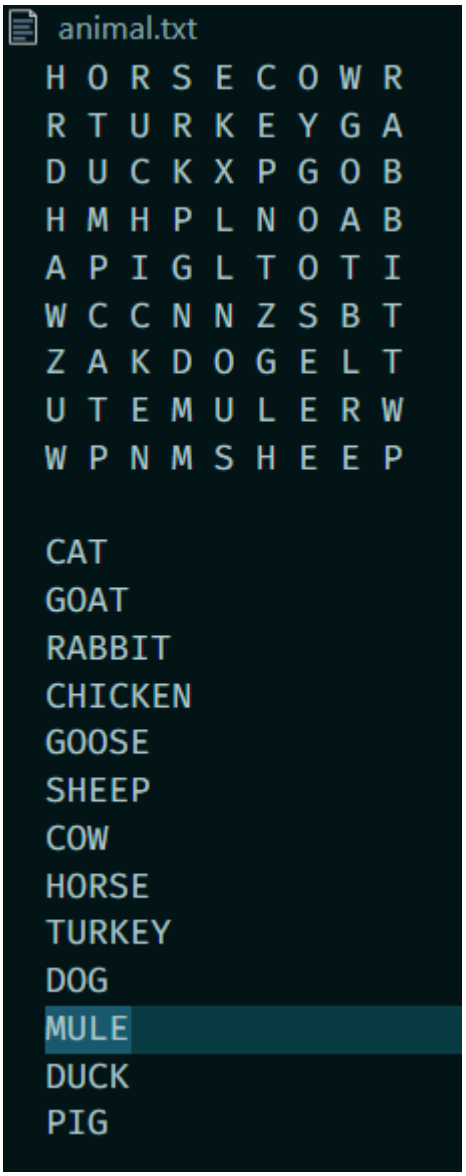
1. Uji puzzle ukuran 8 x 8

output:

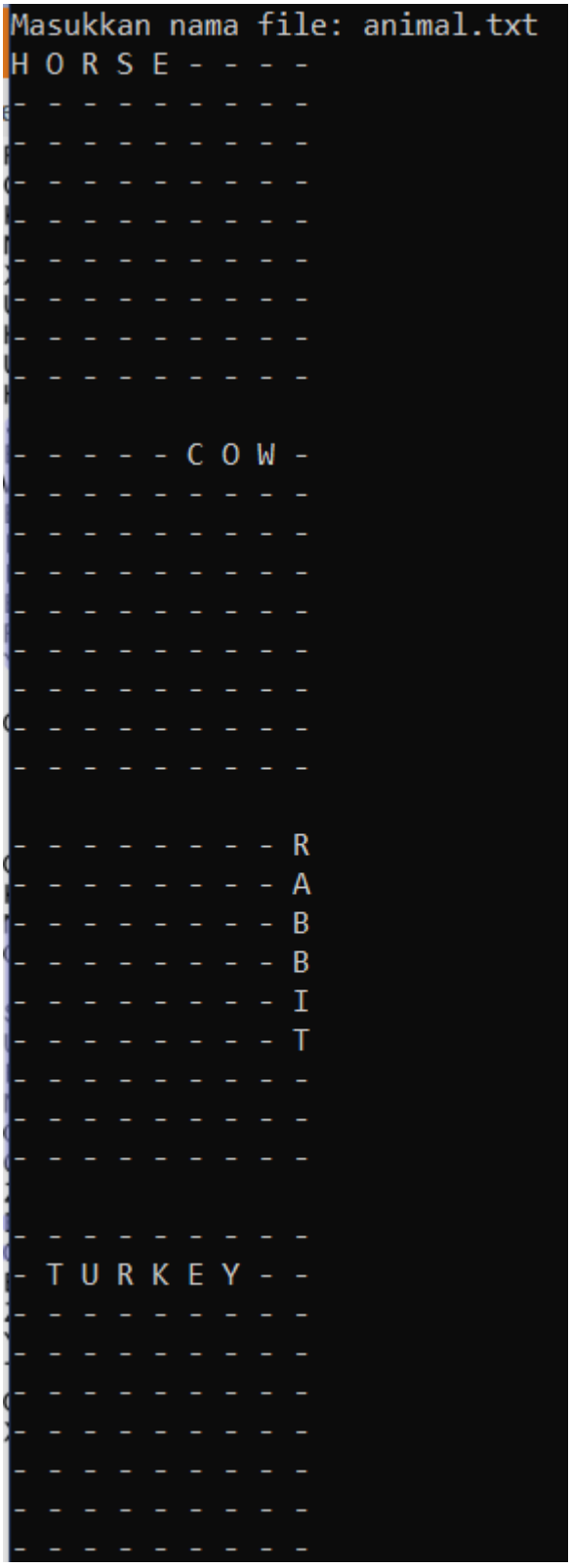

Masukkan nama file: planet.txt
J - - - - - - -
- U - - - - - -
- - P - - - - -
- - - I - - - -
- - - - T - - -
- - - - - E - -
- - - - - - R -
- - - - - - - S
- - - - - - - A
- - - - - - - T
- - - - - - - U
- - - - - - - R
- - - - - - - N
S U N A R U - -
N E P T U N E -
- - - - - - - S
- - - - - - U -
- - - - - N - -
- - - - E - - -
- - - V - - - -

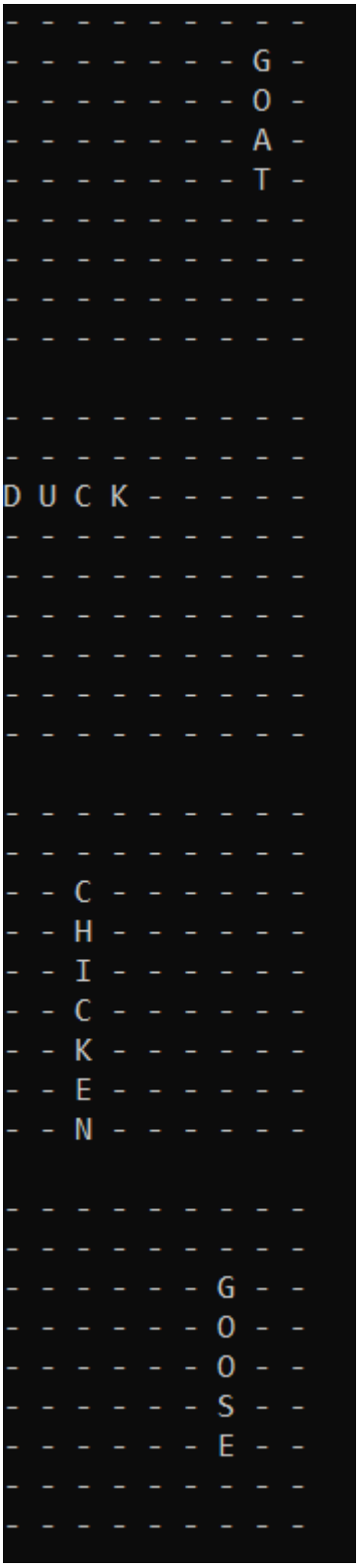

- - - - - - - - -
- - - - - - - - -
- - - - - - - - -
- - - - - - - - -
- - - - - - - - -
- H T R A E - -
- - - - - - - - -
- - - - - - - - -
- - - - - - - - -
- - - - - - - - -
S - - - - - - - -
R - - - - - - - -
A - - - - - - - -
M - - - - - - - -
- - - - - - - - -
- - - - - - - - -
- - - - - - - - -
- - - - - - - - -
- - - - - - - - -
- - - - - - - - -
- M E R C U R Y
4800 nanoseconds
4 microseconds
Jumlah perbandingan huruf : 488

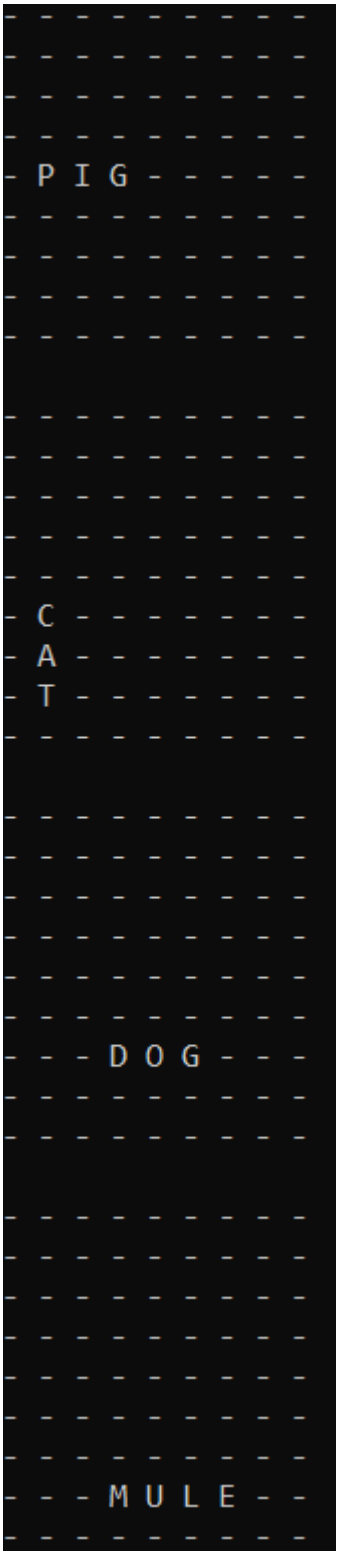
2. Uji puzzle ukuran 9 x 9



output:

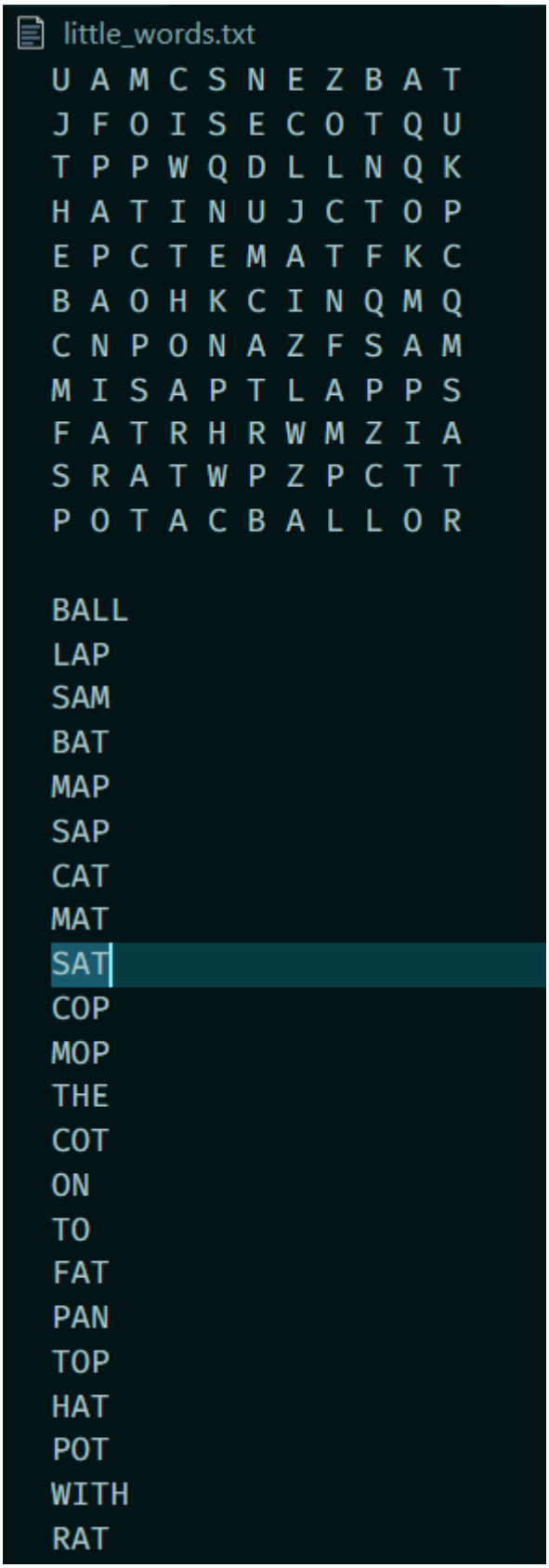

Masukkan nama file: animal.txt
H O R S E - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - C O W -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - R
- - - - - - - - - A
- - - - - - - - - B
- - - - - - - - - B
- - - - - - - - - I
- - - - - - - - - T
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- T U R K E Y - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -


G
O
A
T
D U C K
C
H
I
C
K
E
N
G
O
O
S
E

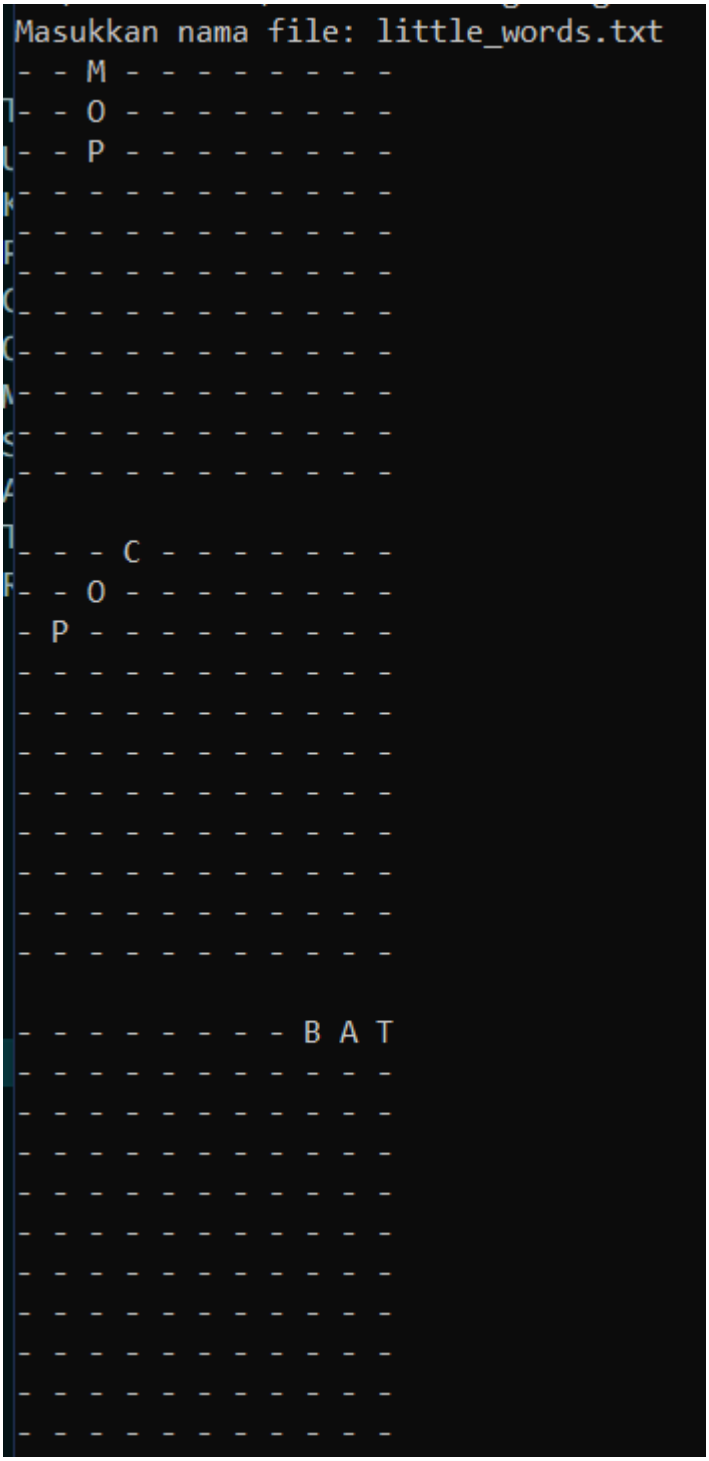

P I G
C
A
T
D O G
M U L E


- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - - - - - - -
- - - - S H E E P
7800 nanoseconds
7 microseconds
Jumlah perbandingan huruf : 1102

3. Uji puzzle ukuran 11 x 11



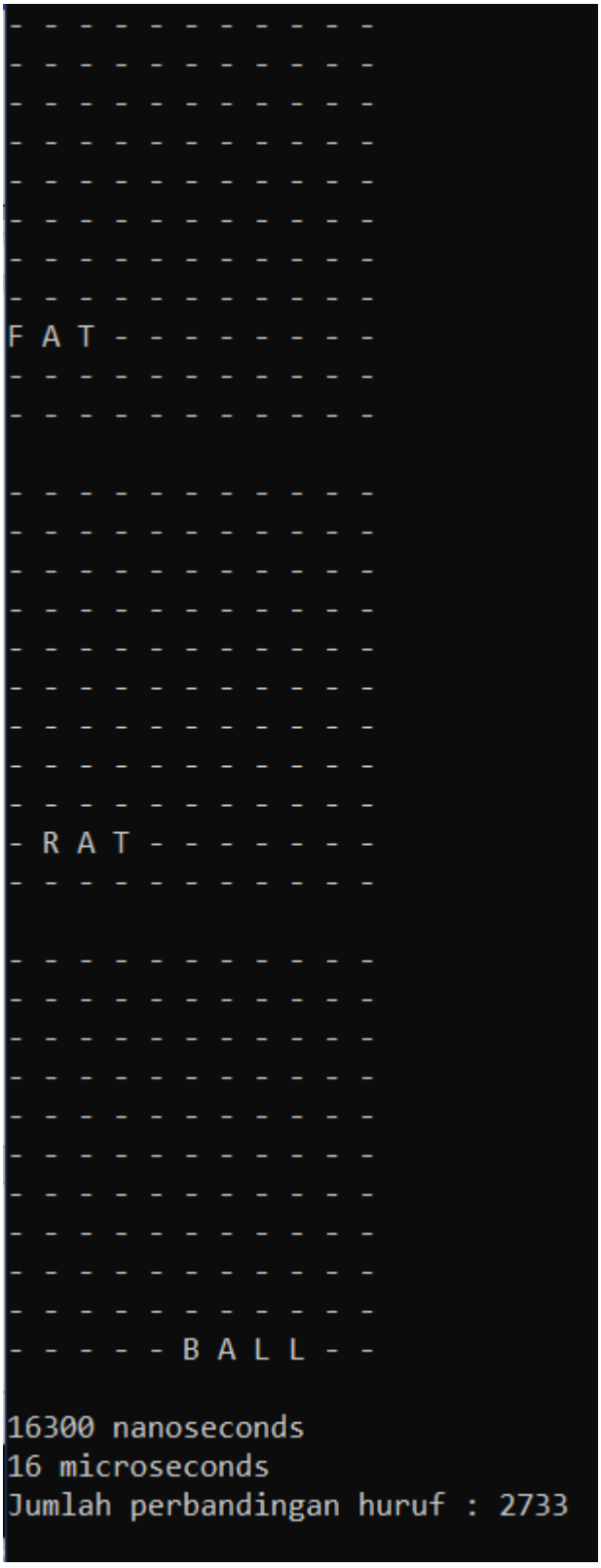
output:



.

.

dst

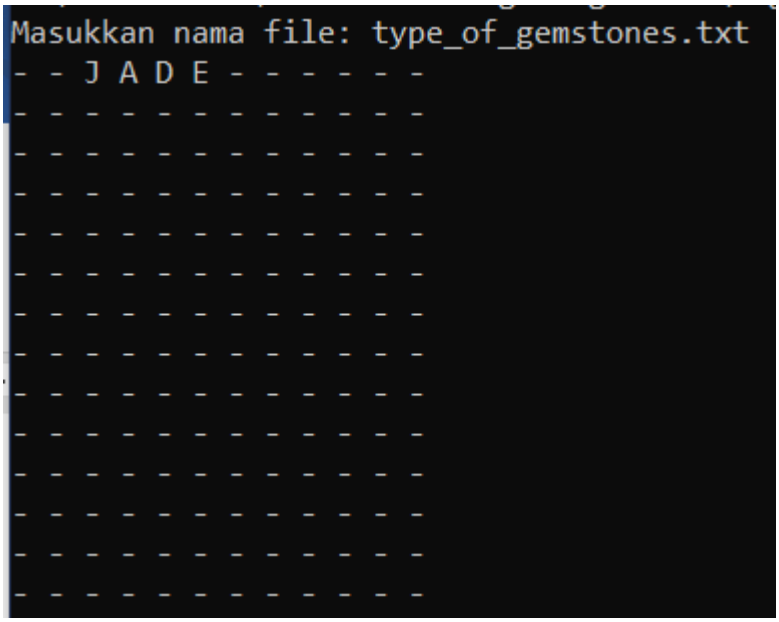

F A T
- R A T
- - - - - B A L L - -
16300 nanoseconds
16 microseconds
Jumlah perbandingan huruf : 2733

4. Uji puzzle ukuran 14 x 14

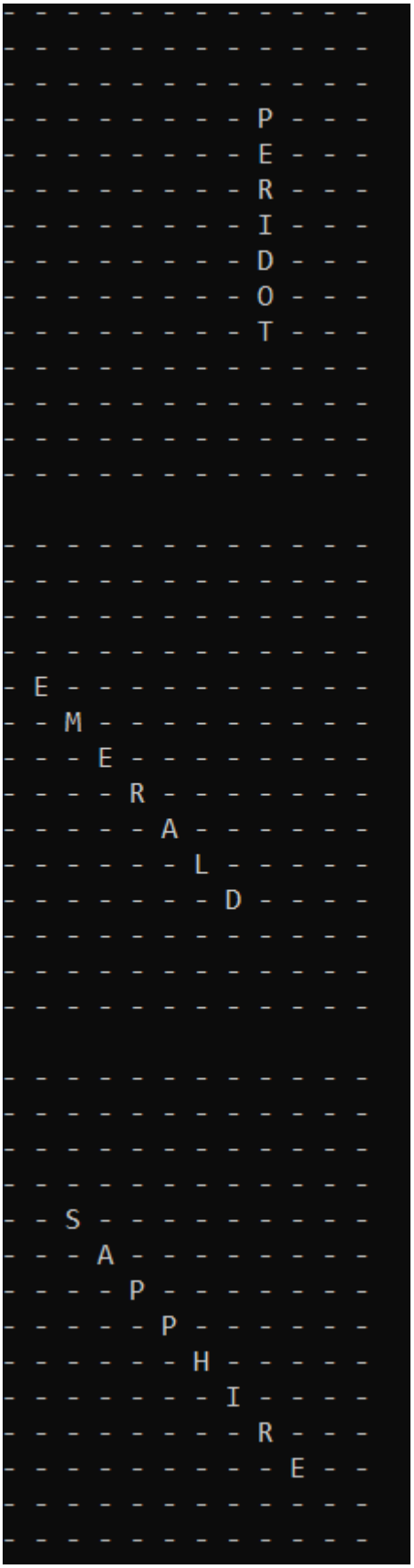
type_of_gemstones.txt

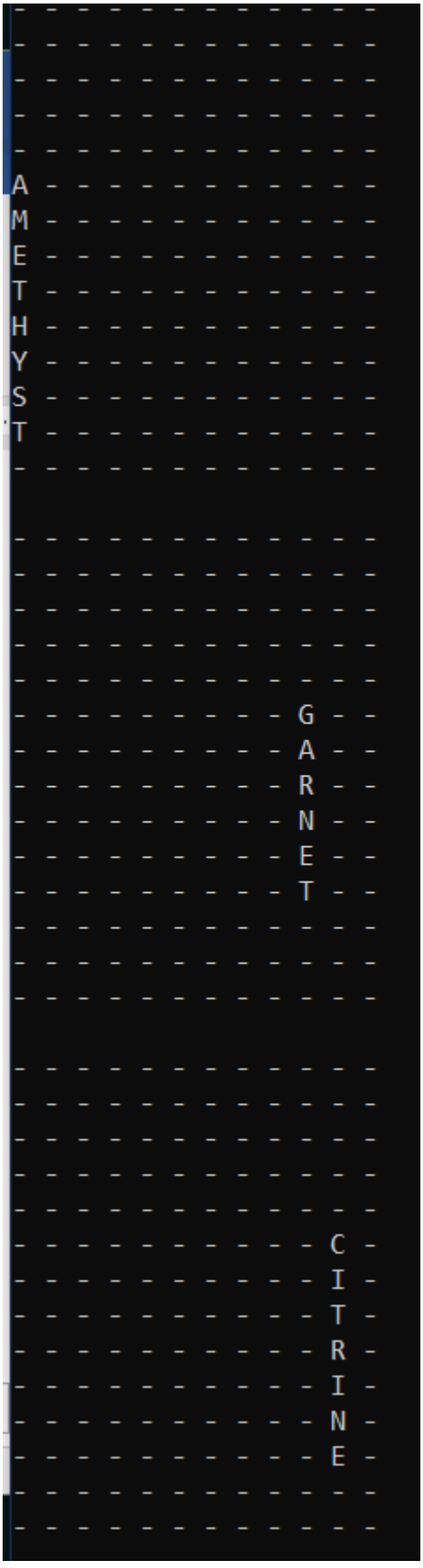
```
E J J A D E D T E S L E
N O N Y X J N A E D E E
A M A E A A O N D Z E N
L A P O L O M Z P Y E I
H E S L S N A A E O I R
A Z M A X A I N R G C A
M A E E P A D I I A I M
E P J T R P E T D R T A
T O A I I A H E O N R U
H T S R R Z L I T E I Q
Y L P U Y U N D R T N A
S R E Z M L B U A E E Q
T E R A N P A Y K O T A
A R P P E A R L Z G L I

TOPAZ
EMERALD
KUNZITE
AQUAMARINE
ONYX
AZURITE
CITRINE
SAPPHIRE
AMETHYST
JASPER
DIAMOND
PEARL
RUBY
GARNET
TANZANITE
PERIDOT
JADE
OPAL
```

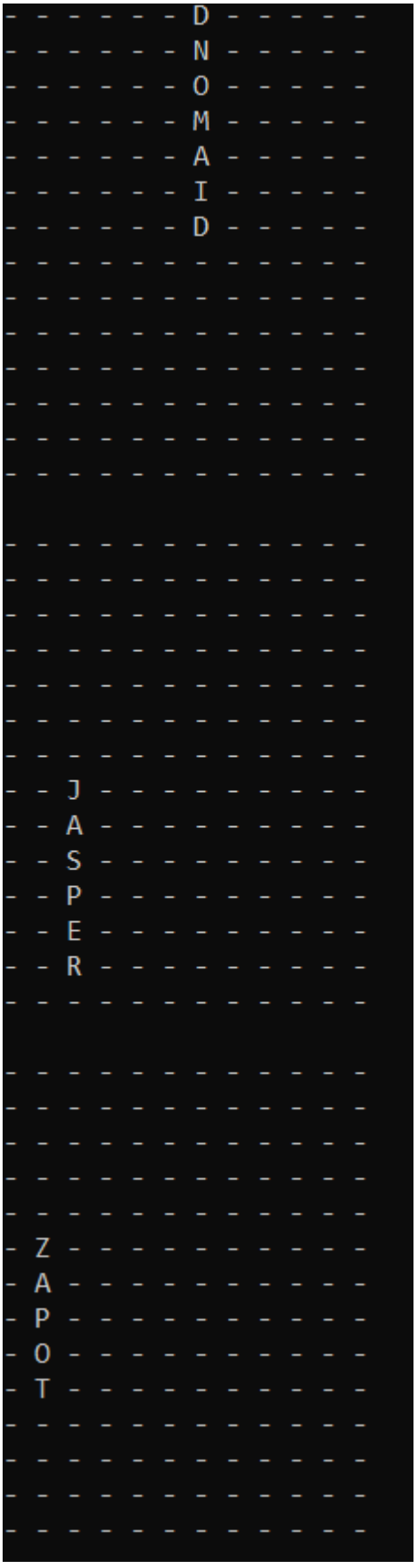
output

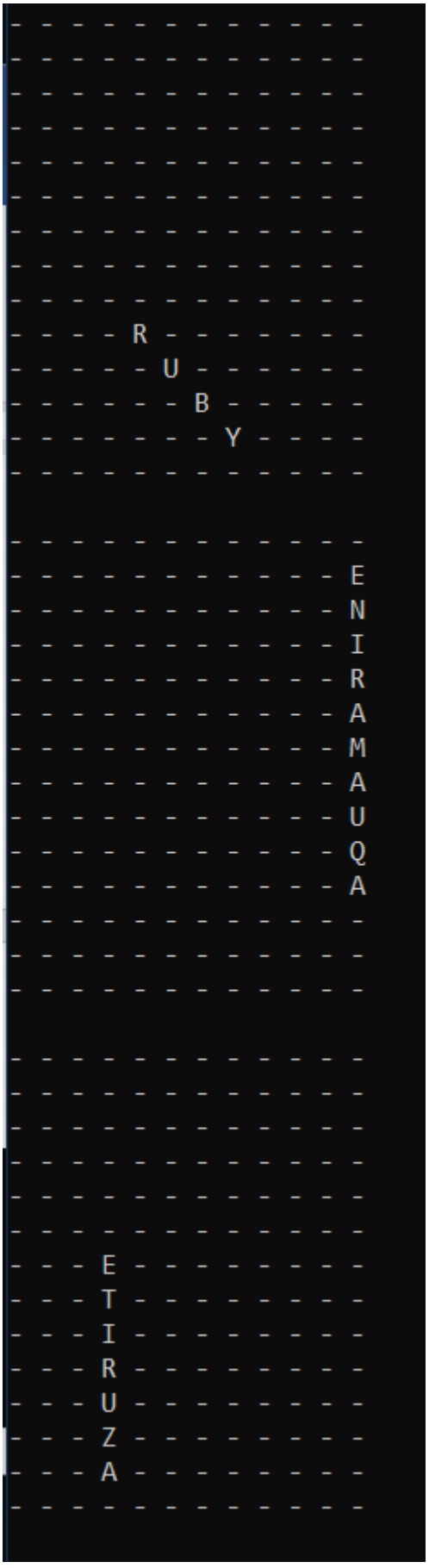


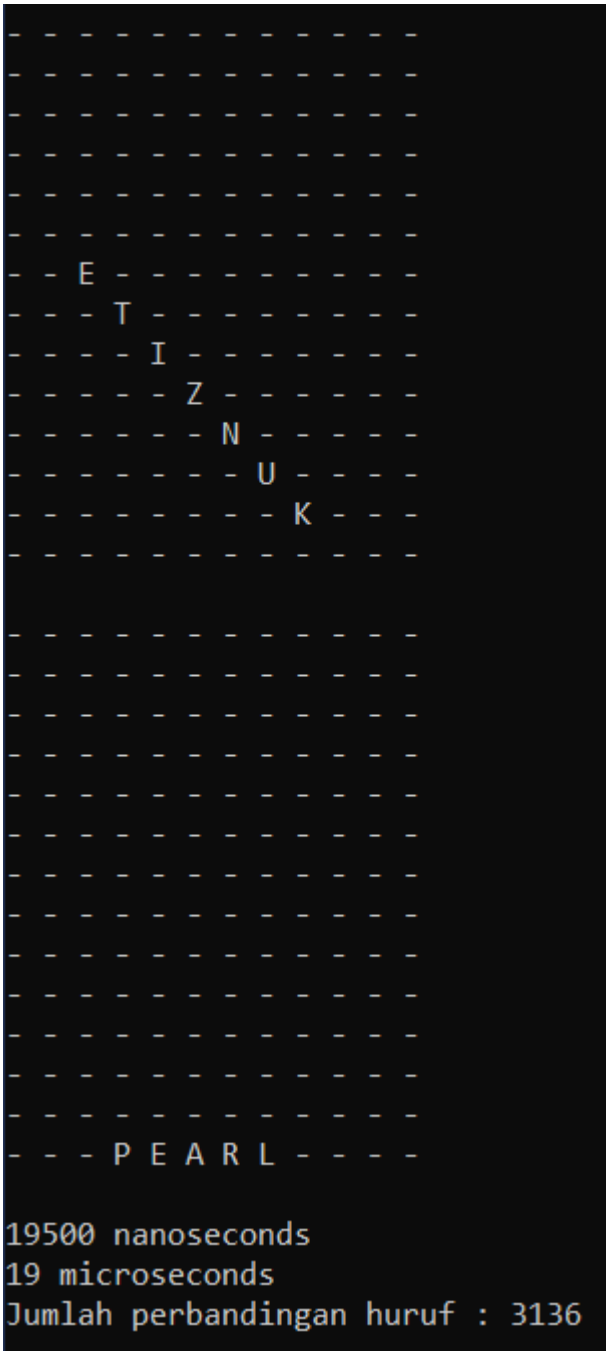

TANZANITE
ONYX
LAPO


PERIDOT
EMERALD
SAPPHIRE


AMETHYST
GARNET
CITRINE


D
N
O
M
A
I
D
J
A
S
P
E
R
Z
A
P
O
T


R
U
B
Y
ENIRAMAUQA
ETIRUZA


- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - E - - - - - - - - - -
- - - T - - - - - - - - -
- - - - I - - - - - - - -
- - - - - Z - - - - - - -
- - - - - - N - - - - - -
- - - - - - - U - - - - -
- - - - - - - - K - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - - - - - - - - - - -
- - - P E A R L - - - -
19500 nanoseconds
19 microseconds
Jumlah perbandingan huruf : 3136

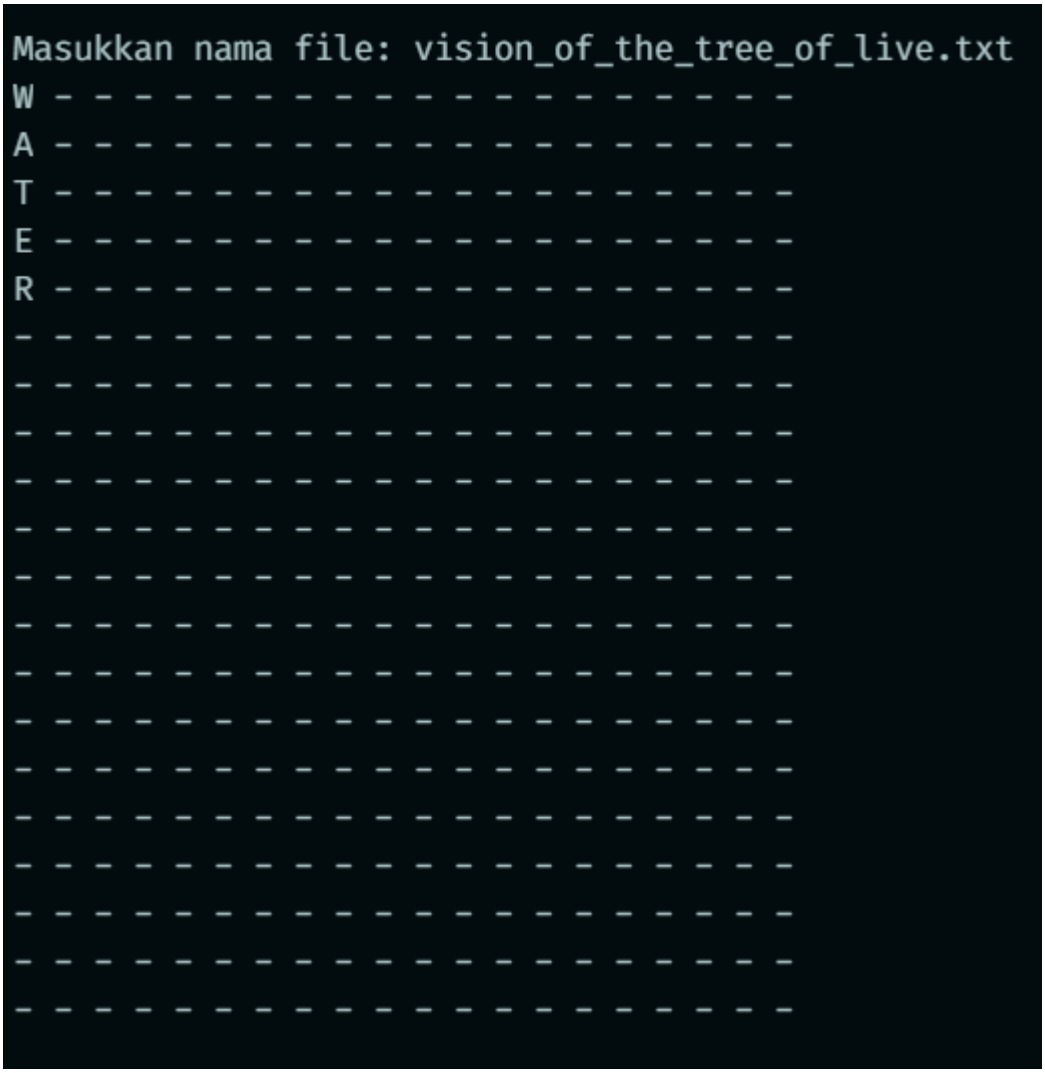
5. Uji puzzle ukuran 20 x 20

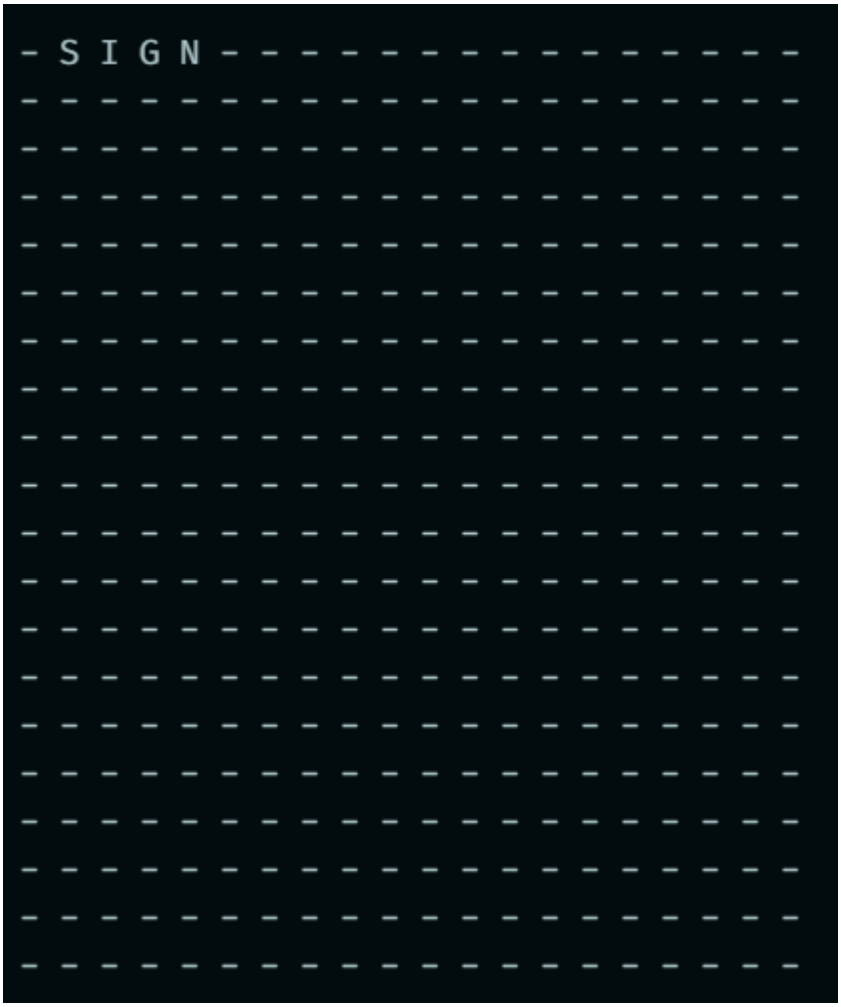
vision_of_the_tree_of_live.txt

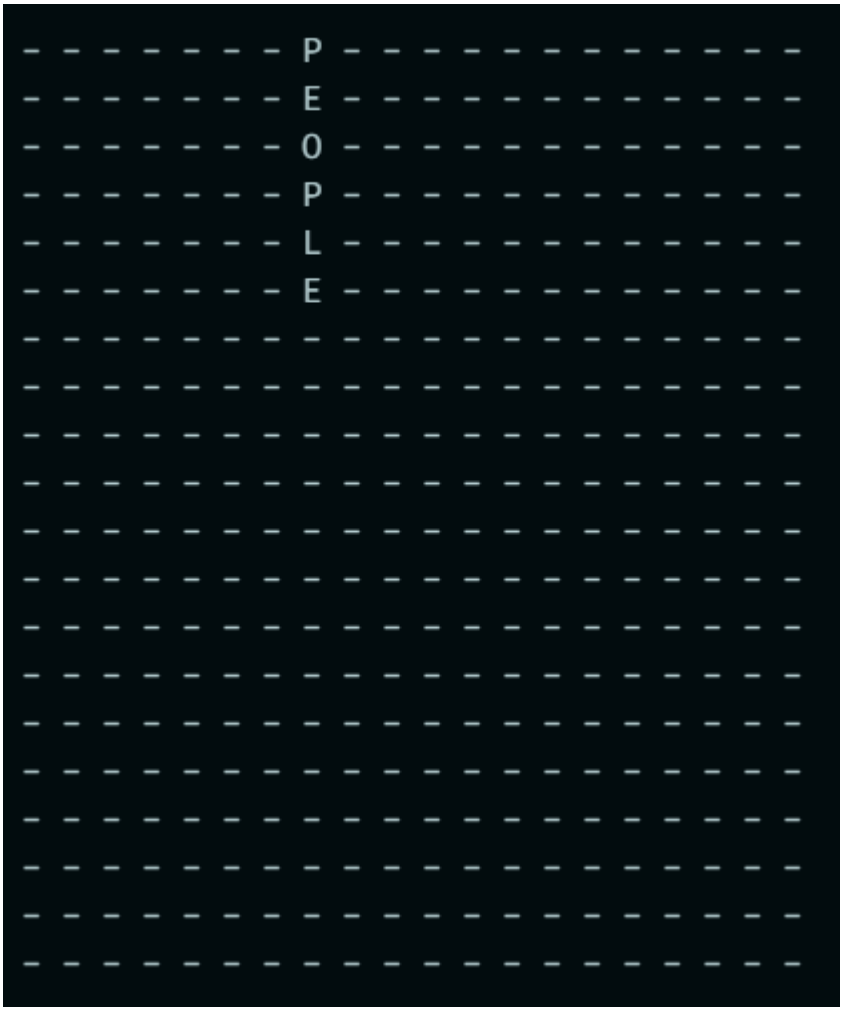
```
W S I G N K Q P W E R T B U I L D I N G
A I U O Y T C E E B E L I E V I N G I D
T C S T R E E O F L I F E W B Q H W A E
E A N D W D F P M A G A H I L J O K T S
R R O X O E C L V M B M N T I M S L N I
Z R I T R M L E T B S I D N N F A S U R
M I T W R T O V L S K L J E D G N S O E
N E A E A B A F E V O Y C S E E N E F D
M D T L N H J S T D F H K S T L A N Z X
O A P V G F D S T H I A G I H Q W K E R
D W M E K N L P O E E S H Y U Y T R S S
S A E J H I G E N F L W C S L A P A T H
I Y T M N G B O G V D C O I Z O X D R T
W O R L D R R K M R L K J R P H H F A A
Q A S D V I S I O N A N G E L L G O I P
W E R T F V Y U J O Y L I O P D E T G V
Q W D O G F O N O S L W T I R I P S H C
L M D N B V S U O I C A P S F R U I T W
L O V E O F G O D C X Z P R I D E M Q Z
R E T A W G N I V I L I V E D Y T R W Q

TREE OF LIFE
MIST OF DARKNESS
FRUIT
STRAIGHT
NARROW
PATH
LOVE OF GOD
LOOK
TASTE
FIELD
BUILDING
FOUNTAIN
WATER
FAMILY
ROD OF IRON
SIGN
```

```
38   BELIEVING
39   VISION
40   ANGEL
41   CARRIED AWAY
42   SON OF GOD
43   VIRGIN
44   HOLY GHOST
45   PEOPLE
46   SPIRIT
47   PRIDE
48   LIVING WATER
49   WHITE
50   WISDOM
51   LARGE
52   SPACIOUS
53   WORLD
54   MOCK
55   HOSANNA
56   LAMB
57   TEMPTATIONS
58   DEVIL
59   BLINDETH
60   TWELVE
61   JOY
62   WITNESS
63   DESIRED
```

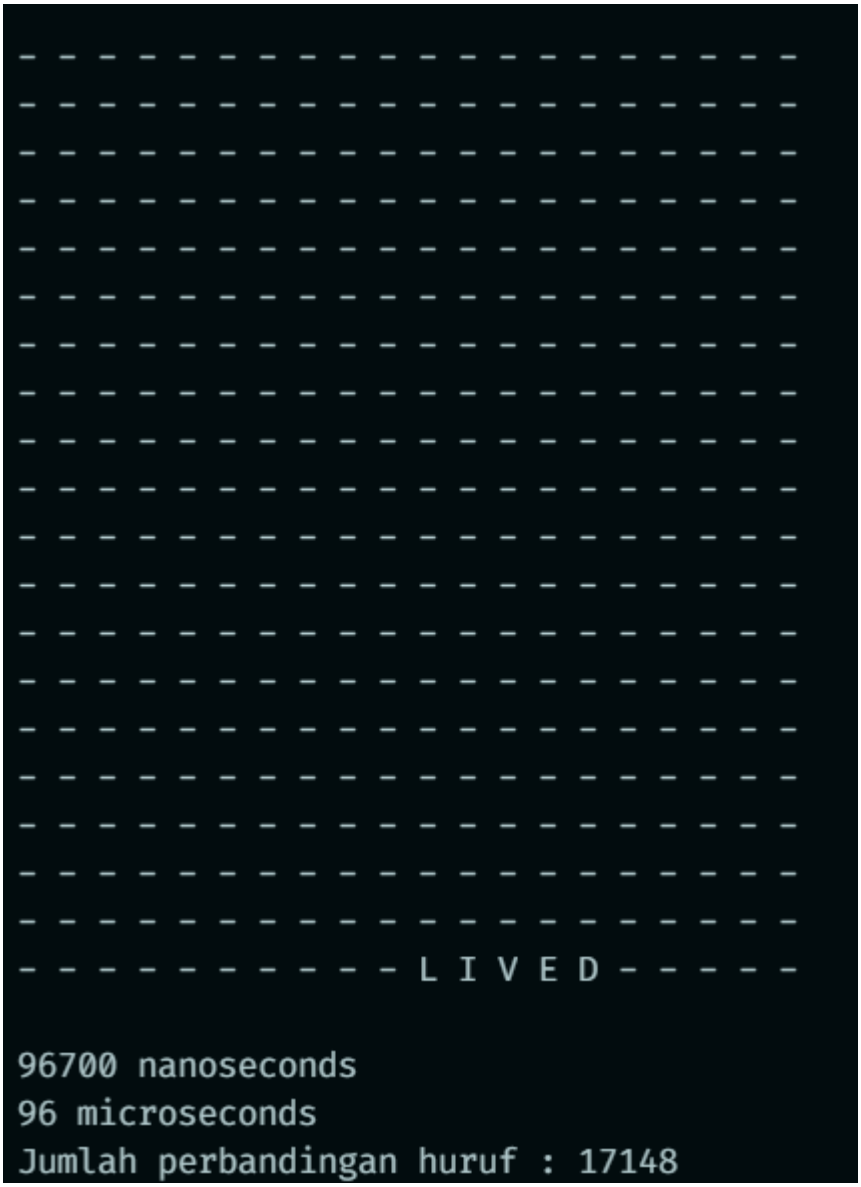
output:


Masukkan nama file: vision_of_the_tree_of_live.txt
W -
A -
T -
E -
R -
- -
- -
- -
- -
- -
- -
- -
- -
- -
- -
- -
- -
- -
- -


- S I G N -



.
.
.
dst


- -
- -
- -
- -
- -
- -
- -
- -
- -
- -
- -
- -
- -
- -
- -
- -
- -
- - - - - - - - - - L I V E D - - - - - -
96700 nanoseconds
96 microseconds
Jumlah perbandingan huruf : 17148

6. Uji puzzle ukuran 21 x 21

pokemon.txt

```
C N G F E X C A D R I L L E A F E O N Z S
U I O T Y C I N C C I N O N O E T L O J B
M L T E A I V A P O R E O N T U T Q M Z T
B A Z O R K S Z A S A L A M E N C E E U Y
R P E G L A C E O N C X U E A E Y C W M R
E R B S Y I L L V G F E N Z A A S I A S A
O A S X W G M F B V B I E R L U T R R U N
N S T A R A P T O R N F T T R O I T E Q I
N O R W H R N Q U A N I A O E H C C P E T
Z R I O S P Q N C U C R X G S F Y E I R A
M W K S I H Y R A U I A D E F U N N V U R
Q E A Q O R A L N A H I R E T R N A E L N
S K S L S L E O I I P K H D O R U M S E O
Z O Z P G D H P Y G N M C O Q E P E M D E
N A I S R E P P R N I E N U N T O R E N N
L P N T O I I P Y E I S T O B C L U I A I
A V O G A N T Z N T S K D A G S H Y X H M
T J E Y O L K S H A Y M I N L Y W K U C U
I Q P U L O H I E L Y V O R G E L A R B L
A R S O R A S O R A H P M A F L S F S O W
S P E P O S U E O H V I R I Z I O N K O W

ALTARIA
KYUREM
SAWSBUCK
AMPHAROS
LAPRAS
SERPERIOR
ARCANINE
LATIAS
SEVIPER
ARTICUNO
LATIOS
SHAYMIN
```

```
AZELF
LEAFEON
SIGILYPH
CHANDELURE
LOPUNNY
STARAPTOR
CINCCINO
LUMINEON
SWANNA
ESPEON
MANECTRIC
TYPHLOSION
EXCADRILL
MESPRIT
TYRANITAR
FLAREON
MEW
UMBREON
FLYGON
MIENSHAO
UNFEZANT
FURRET
MILOTIC
UXIE
GLACEON
NINETALES
VAPOREON
GROVYLE
PERSIAN
VIRIZION
HAXORUS
PIDGEOT
ZANGOOSE
HONCHKROW
```

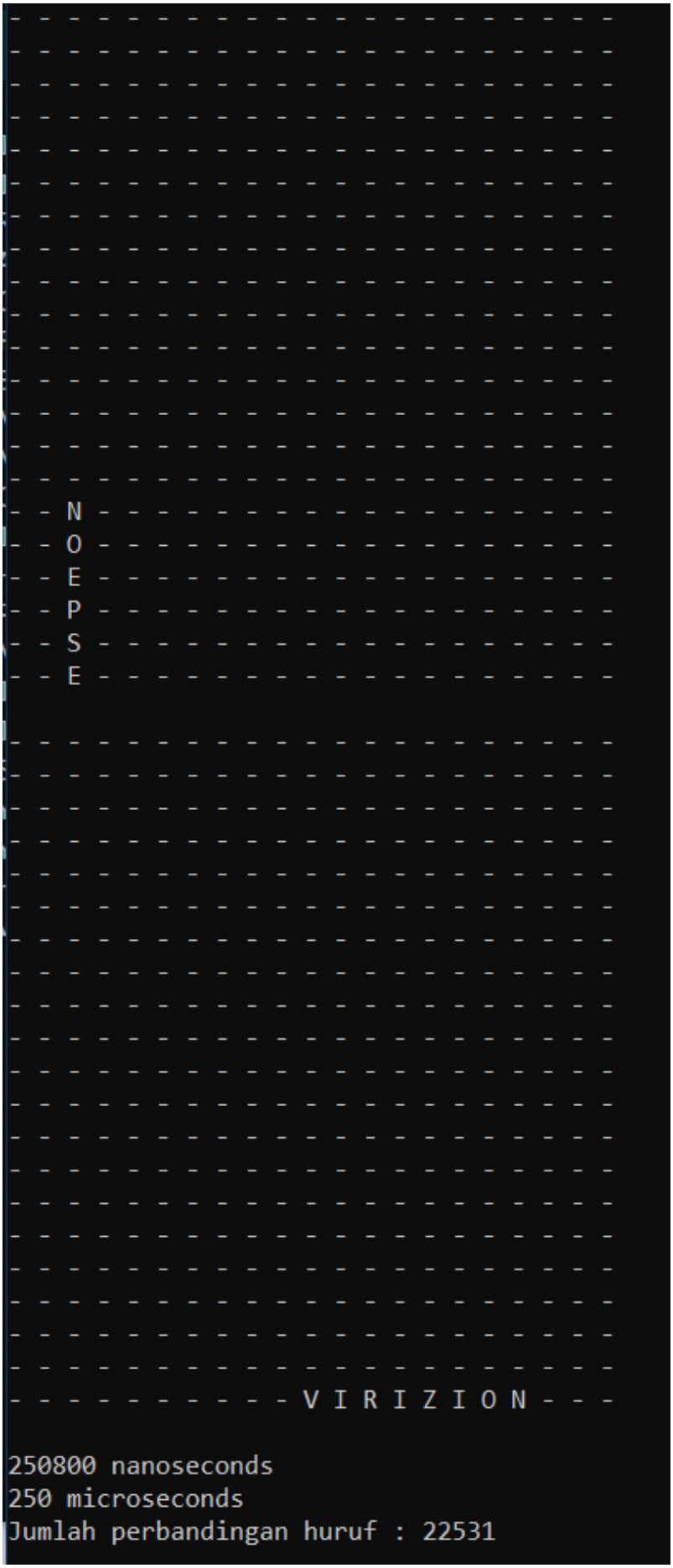
```
RESHIRAM
ZEBSTRIKA
JOLTEON
SALAMENCE
```

```
Masukkan nama file: pokemon.txt
- - - - E X C A D R I L L - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -

- - - - - - - - - - - - L E A F E O N - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
- - - - - - - - - - - - - - - - - - - - -
```

.

.

dst


N
O
E
P
S
E
V I R I Z I O N
250800 nanoseconds
250 microseconds
Jumlah perbandingan huruf : 22531

7. Uji puzzle ukuran 27 x 27

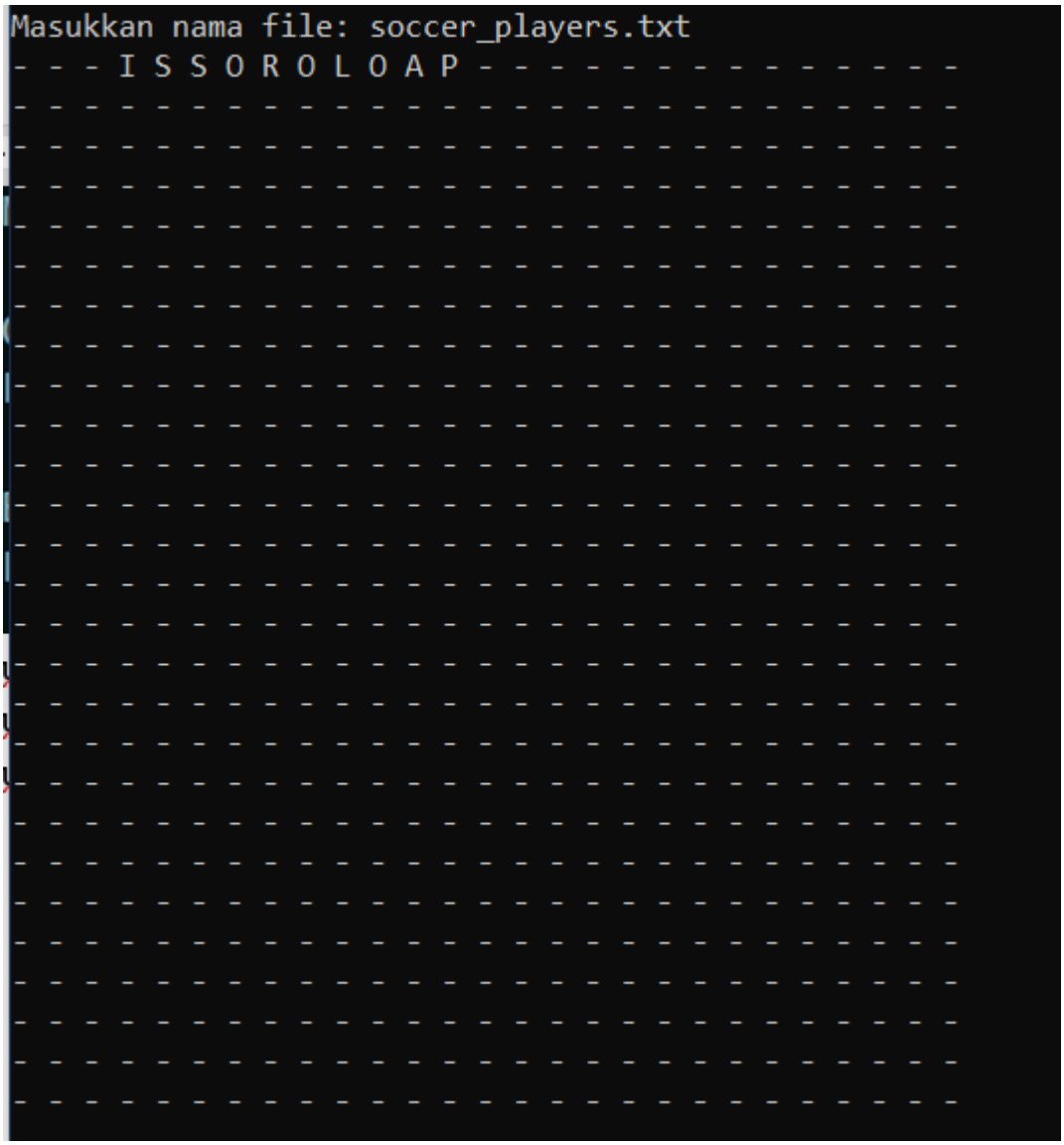
soccer_players.txt

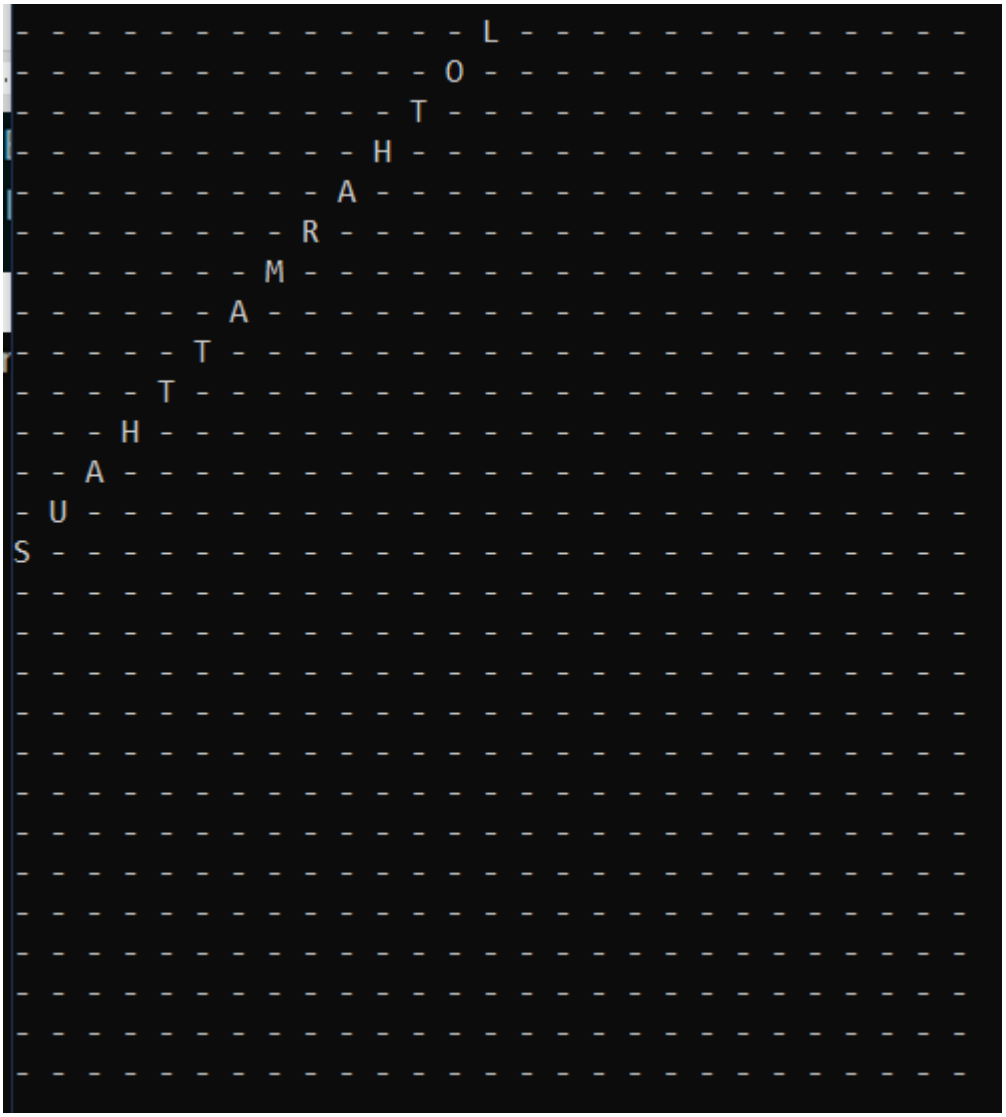
```
H M U I S S O R O L O A P L W F C V S C T P B N M O N
R A S O K O D H M K B B O P S E O A U N O U N R I Y H
K H M G N I C E D O E T E L W K L P F K C A I H N B A
E K A M D A R I I R H V B U H Z M E N U M A L L I G K
N C R N A A F R Z A A O I C S A O E P S T N O Z T N R
N E C F U R A E R Z B A I N K E H J N A I O C M A I E
Y B O L E M C M T B D O K G K C B I K L L D S A L P V
D D V R O R A E Y S T I R J V E L I B E L A E R P A I
A I A R E T E C L S I E D E I K E R O S U R C U L P L
L V N A T L H N O D B D H I N R I G R S G A N H E E O
G A B H L A L T C S E S O E E V K O A A D M A T H R P
L D A W R I S U I P Y S G D A R N N H N U O R N C R E
I U S L E I D N M I U R A L E A D T A D U G F A I E T
S U T H R Y N A R D U S D I L R N E M R R E O I M I E
H O E H S E P D E J R O K D L Y F H S O F I Z L Q P R
N B N E D H N P N I H E O A H L T L I C T D N I U N S
I N I D L A M O L O A P G A S I Y Y A O H P E L Z A C
L Z T G A B R I E L B A T I S T U T A S I A B S J E H
K A R L H E I N Z R U M M E N I G G E T E V M E H J M
F B B H A K A N S U K U R G M F G O Y A R E C P P D E
P U R D U A L L E A H C I M W H Z S U C R L S P S Q I
K Y V I G A H E H G R O E H G V E W Q U Y N D M Q S C
L U I S F I G O F F Y U R C N A H O J R H E Y A U V H
G F R A N Z B E C K E N B A U E R O R T E D V I D M E
K K X O B Q R O B E R T O C A R L O S A N V E E C V L
J B F R O D E E S E C N E R A L C A X N R E T R T F S
Q S W M V E N A D I Z E N I D E N I Z Z Y D J G I N W

ALESSANDRO COSTACURTA
GERD MULLER
OLIVER KAHN
ALFREDO DI STEFANO
GHEORGHE HAGI
PAOLO MALDINI
```

```
ALI DAEI
HAKAN SUKUR
PAOLO ROSSI
ANDRIY SHEVCHENKO
HRISTO STOICHKOV
PAVEL NEDVED
BOBBY CHARLTON
JEAN PIERRE PAPIN
PELE
CAFU
JOHAN CRUYFF
PETER SCHMEICHEL
CLARENCE SEEDORF
JURGEN KLINSMANN
RAUL
DAVID BECKHAM
KARL HEINZ RUMMENIGGE
RIVALDO
DENNIS BERGKAMP
KENNY DALGLISH
ROBERTO CARLOS
DIDIER DESCHAMPS
KEVIN KEEGAN
ROMARIO
DIEGO MARADONA
LILIAN THURAM
RONALDO
ENZO FRANCESCOLI
LOTHAR MATTHAUS
RUUD GULLIT
EUSEBIO
LUIS FIGO
SEPP MAIER
```

```
FERENC PUSKAS
MARCEL DESAILLY
THIERRY HENRY
FRANK RIJKAARD
MARCO VAN BASTEN
ZICO
FRANZ BECKENBAUER
MICHAEL LAUDRUP
ZINEDINE ZIDANE
GABRIEL BATISTUTA
MICHEL PLATINI
```

output:





.
.
.
dst


- - - - - E N A D I Z E N I D E N I Z - - - - - - - -
168100 nanoseconds
168 microseconds
Jumlah perbandingan huruf : 37213

8. Uji puzzle ukuran 32 x 32

.

.

.dst

D. Alamat Drive/Github
https://github.com/3sulton/tucil1_word_search_puzzle

E. Tabel

Poin	Ya	Tidak
1. Program berhasil dikompilasi tanpa kesalahan (no syntax error)	√	
2. Program berhasil running	√	

3. Program dapat membaca file masukan dan menuliskan luaran	√	
4. Program berhasil menemukan semua kata di dalam puzzle	√	