Tugas Kecil 1 IF2211 Strategi Algoritma

Semester II tahun 2023/2024

Penyelesaian Cyberpunk 2077 Breach Protocol dengan Algoritma Brute Force

Algoritma Brute Force

Program akan mengecek setiap jalur pada matriks dengan menggunakan metode DFS, yaitu melalui kolom atau baris terkecil terlebih dahulu dengan tetap mengikuti aturan pola horizontal dan vertikal bergantian. Pada setiap pengecekan jalur, program akan langsung mengecek nilai poin yang didapatkan pola tersebut dan membandingkannya dengan nilai poin terbesar sebelumnya dan sekaligus membandingkan panjang pola jika memiliki poin yang sama.

Source Code

```
import rand
import time
      arraySeqBaru = [x[0] for x in arrSeq]
currSeq = [0 for x in arraySeqBaru]
      currSeq[j] = 0
print("1. Read from File \n2. Generate Random by Input \n")
pilihan = input("Choose 'Initialize Game' Method: ")
if (pilihan == '1'):
    namaFile - input("Masukkan nama file: ")
    file - open("test/" + namaFile, "r")
     bufSize = int(file.readline())
matSize = file.readline().split()
  elif (pilihan == '2'):
   nToken = input("Jumlah Token Unik: ")
   listToken = input("Token Unik: ").split()
       bufSize = int(input("Ukuran Buffer: "))
matSize = input("Ukuran Matriks: ").split()
             riks = tj
in range(int(matSize[1])):
row = []
for j in range(int(matSize[0])):
    elst = random.choice(listToken)
    row.append(elmt)
matriks.append(row)
        nSeq = int(input("Jumlah Sekuens: "))
lenMaxSeq = int(input("Panjang Maksimal Sekuens: "))
        print("Invalid Input")
exit()
```

```
global maxPoint
global maxSeq
anrPos = [a for a in arrP]
for i in range(int(matSize[1])):
    currCol = arrPos[-1][1]
    if (len(arrPos) == bufSize):
            elif ([i, currCol] in arrPos):
continue
                arrPos.append([i, currCol])
poin = countPoint(arrPos)
               if (poin == maxPoint and len(maxSeq) > len(arrPos)):
                     maxPoint = poin
maxSeq = [a for a in arrPos]
              for j in range(int(matSize[0])):
    if (len(arrPos) == bufSize):
                   continue
elif ([i, j] in arrPos):
continue
                          se:
arrPos.append([i, j])
poin = countPoint(arrPos)
                        if (poin == maxPoint and len(maxSeq) > len(arrPos)):
    maxSeq = [a for a in arrPos]
                          elif poin>maxPoint:
                            maxPoint = poin
maxSeq = [a for a in arrPos]
                            arrPos.pop()
for i in range(int(matSize[0])):
    bruteforce([[0, i]])
akhir = time.time()
strMaxSeq = ""

for [x,y] in maxSeq:

strMaxSeq += (matriks[x][y] + " ")
strLocSeq = ""
for [x,y] in maxSeq:
    strLocSeq += (str(y+1)+", "+str(x+1)+"\n")
print(maxPoint)
print(str(int((akhir - awal)*1000)) + " ms")
      eState = input("\nApakah ingin menyimpan solusi? (y/n) ")
if (saveState == 'y'):
    filename = input("Masukkan nama file: ")
    file = open("test/"+filename, "w")
    file.write(str(maxPoint))
      file.write('\n')
file.write(strMaxSeq)
file.write('\n')
file.write(strLocSeq)
```

Contoh Hasil Eksekusi

```
7A 55 E9 E9 1C 55
       55 7A 1C 7A E9 55
       55 1C 1C 55 E9 BD
       BD 1C 7A 1C 55 BD
       BD 55 BD 7A 1C 1C
       1C 55 55 7A 55 7A
       BD E9 1C
       BD 7A BD
       BD 1C BD 55
       30
PS D:\Tucil1_13522041> python -u "d:\Tucil

    Read from File
    Generate Random by Input

Choose 'Initialize Game' Method: 1
Masukkan nama file: contoh1.txt
Output:
50 .
7A BD 7A BD 1C BD 55
1, 1
1, 4
3, 4
3, 5
6, 5
6,
1,
484 ms
Apakah ingin menyimpan solusi? (y/n) y
Masukkan nama file: solusi1.txt
```

```
5 4
      55 55 55 BD
      55 7A BD 55 BD
      1C 1C 7A 7A E9
      E9 55 E9 55 BD
      E9 1C
      7A 7A
      46
      1C E9 BD
      -46
                                 TERMINAL
PS D:\Tucil1_13522041> python -u "d:\Tuc
1. Read from File
2. Generate Random by Input
Choose 'Initialize Game' Method: 1
Masukkan nama file: contoh2.txt
Output:
55 7A 7A
0 ms
Apakah ingin menyimpan solusi? (y/n) y
Masukkan nama file: solusi2.txt
```

```
1. Read from File
2. Generate Random by Input
Choose 'Initialize Game' Method: 2
Jumlah Token Unik: 5
Token Unik: 7A 55 E9 1C BD
Ukuran Buffer: 5
Ukuran Matriks: 5 5
Jumlah Sekuens: 5
Panjang Maksimal Sekuens: 4
Sekuens:

[['55', '7A', '55', '55'], -10]

[['BD', '55', '55', 'E9'], 37]

[['E9', '1C'], -40]

[['55', 'E9'], -33]

[['55', 'BD'], -4]
Matriks:
['1C', 'BD', '7A', '55', 'E9']
['1C', 'BD', 'BD', '7A', 'BD']
['55', '1C', '1C', '7A', '55']
['1C', '55', '1C', 'E9', 'BD']
['E9', 'BD', '7A', 'BD', '55']
Output:
0
0 ms
Apakah ingin menyimpan solusi? (y/n) y
Masukkan nama file: solusi5.txt
```

```
E9 7A 1C 7A E9 BD
      55 1C BD 55 E9 BD
      BD 1C 1C 1C BD 7A
      7A 7A 55 7A BD 1C
      BD E9 BD 1C BD E9
      7A 1C E9
      55 55 55
       10
      7A 7A 7A E9
      7A 1C 1C
                   DEBUG CONSOLE TERMINAL
1. Read from File
2. Generate Random by Input
Choose 'Initialize Game' Method: 1
Masukkan nama file: contoh3.txt
Output:
7A 7A 7A E9 7A 1C 1C
2, 1
2, 4
1, 4
1, 1
4, 1
4, 3
   3
1092 ms
```

Apakah ingin menyimpan solusi? (y/n) y Masukkan nama file: solusi3.txt

```
1. Read from File
2. Generate Random by Input
Choose 'Initialize Game' Method: 2
Jumlah Token Unik: 5
Token Unik: 7A 55 E9 1C BD
Ukuran Buffer: 8
Ukuran Matriks: 6 6
Jumlah Sekuens: 4
Panjang Maksimal Sekuens: 5
 Sekuens:
[['55', 'E9', 'E9', 'E9', 'E9'], 2]
[['1C', 'E9', 'E9'], 26]
[['E9', '55'], -6]
[['1C', 'BD'], -28]
Matriks:
Matriks:
['7A', 'BD', '7A', 'E9', '55', '7A']
['E9', '55', '55', 'E9', 'E9', 'E9']
['1C', '55', '1C', '7A', '7A', 'BD']
['7A', '1C', 'BD', 'BD', 'BD', 'BD']
['1C', '55', '1C', '7A', 'BD', 'BD']
['BD', '1C', 'E9', '55', '1C', 'E9']
Output:
BD 1C E9 E9
2,
    6
2702 ms
Apakah ingin menyimpan solusi? (y/n) y
Masukkan nama file: solusi4.txt
```

```
1. Read from File
2. Generate Random by Input
Choose 'Initialize Game' Method: 2
 Jumlah Token Unik: 7
 Token Unik: 7A 55 E9 1C BD AK 67
Ukuran Buffer: 6
Ukuran Matriks: 5 6
Jumlah Sekuens: 4
Panjang Maksimal Sekuens: 4
 Sekuens:
[['AK', 'AK', '67'], 26]
[['BD', '7A', '67'], -40]
[['55', '67', 'BD', '67'],
[['1C', '67', 'AK'], -12]
                                             -41]
Matriks:

['7A', 'BD', '55', '55', '7A']

['1C', 'E9', '67', 'AK', 'AK']

['BD', '7A', 'E9', 'BD', '1C']

['67', '55', 'AK', 'BD', '1C']

['7A', '1C', 'E9', '7A', 'BD']

['1C', '7A', '55', 'BD', '67']
Output:
26
55 AK AK 67
4, 1
4, 2
5, 6
 70 ms
Apakah ingin menyimpan solusi? (y/n) y
Masukkan nama file: solusi6.txt
```

Repository

https://github.com/Bana-man/Tucil1_13522041

Lampiran

Poin	Ya	Tidak
Program berhasil dikompilasi tanpa kesalahan	/	
2. Program berhasil dijalankan	✓	
Program dapat membaca masukan berkas .txt	/	
4. Program dapat menghasilkan masukan secara acak		
5. Solusi yang diberikan program optimal	~	
6. Program dapat menyimpan solusi dalam berkas .txt	✓	
7. Program memiliki GUI		

AHMAD HASAN ALBANA (13522041)