# Animation design

Brute force string searching

- pointers

| version | visualize | status |
|---|---|---|
| 1 | i pointer and j pointer move accordingly with the i and j value | approved |

- string

| version | visualize | status |
|---|---|---|
| 1 | The patterns should move accordingly with i pointer to make sure it's easy to understand. | approved |

- nodes

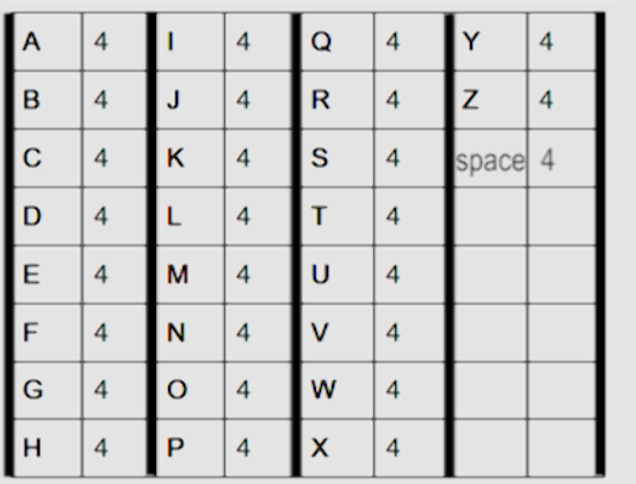
| version | visualize | status |
|---|---|---|
| 1 | The node should be highlighted when comparing them so that users will know which node is being compared.<br>Users will need two colors telling them whether the alphabet is matched or not matched. | approved |

- message

| version | visualize | status |
|---|---|---|
| 1 | There should be a success/failure message at the end of the algorithm. | approved |

Horspool's string searching algorithm

- shift table

| version | visualize | status |
|---|---|---|
| 1 | Initialized as a 8*8 table with a thick line between every two columns. Value assigned in the beginning.<br>  | declined |

| | | |
|---|---|---|
| 2 | Initialized as a 2 tables, each with size of 2*13. Value assigned in the beginning.<br>  <br> | implemented; require change |
| 3 | Initialized as a 2 tables, each with size of 2*13. Value assigned incrementally. | |

- pointers

| version | visualize | status |
|---|---|---|
| 1 | j value shown as message.<br><br>i pointer, i-j pointer, m-j pointer moves accordingly | implemented; change required |
| 2 | j value shown as message.<br><br>i pointer, i-j pointer, m-j pointer moves accordingly<br><br>Pointers are only shown when firstly assigned with a value in code panel. | |

- string

| version | visualize | status |
|---|---|---|
| 1 | The patterns should move accordingly with i pointer to make sure it's easy to understand. | approved |

- nodes

| version | visualize | status |
|---|---|---|
| 1 | The node should be highlighted when comparing them so that users will know which node is being compared.<br><br>Users will need two colors telling them whether the alphabet is matched or not matched. | implemented; changes required |
| 2 | The node should be highlighted when comparing them so that users will know which node is being compared.<br><br>Users will need two colors telling them whether the alphabet is matched or not matched.<br><br>The color of shift table and strings should remain the same when matching. | |

- message

| version | visualize | status |
|---|---|---|
| 1 | There should be a success/failure message at the end of the algorithm. | approved |