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.	approved
	Users will need two colors telling them whether the alphabet is matched or not matched.	

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

visualiz	е											status	
Initialized	as a 8*8	8 table w	ith a thic	ck line be	etween e	very two o	olumns	Value ass	signed in	the begin	ning.	declined	
Α	4	1	4	Q	4	Υ	4						
В	4	J	4	R	4	z	4						
С	4	К	4	s	4	space	4						
D	4	L	4	Т	4								
E	4	М	4	U	4								
F	4	N	4	٧	4								
G	4	O	4	w	4								
н	4	Р	4	Х	4								
	A B C D E F	A 4 B 4 C 4 D 4 E 4 F 4 G 4	A 4 I B 4 J C 4 K D 4 L E 4 M F 4 N G 4 O	A 4 I 4 B 4 J 4 C 4 K 4 D 4 L 4 E 4 M 4 F 4 N 4 G 4 O 4	A 4 I 4 Q B 4 J 4 R C 4 K 4 S D 4 L 4 T E 4 M 4 U F 4 N 4 V G 4 O 4 W	A	A	A	A	Initialized as a 8*8 table with a thick line between every two columns. Value assigned in A	Initialized as a 8*8 table with a thick line between every two columns. Value assigned in the begin B 4 I 4 Q 4 Y 4 B 4 Z 4 C 4 K 4 S 4 Space 4 D 4 L 4 T 4 E 4 M 4 U 4 F 4 N 4 V 4 G 4 O 4 W 4	Initialized as a 8*8 table with a thick line between every two columns. Value assigned in the beginning. A	Initialized as a 8*8 table with a thick line between every two columns. Value assigned in the beginning. A

2	Initi	ialized a	as a 2 t	ables, e	each wi	th size	of 2*13.	Value	assigne	ed in the	e beginr	ning.				implemented; require change
		а	b	С	d	е	f	g	h	i	j	k	ı	m		
		3	3	3	3	3	3	3	3	3	3	3	3	3		
				ı		I		ı		ı		I		I		
		n	0	р	q	r	s	t	u	٧	w	Х	у	Z	space	
		3	3	3	3	3	3	3	3	3	3	3	3	3	3	
3	Initi	ialized a	as a 2 t	ables, e	each wi	th size	of 2*13.	Value	assigne	ed incre	mentall	y.				

pointers

version	visualize	status
1	j value shown as message.	implemented; change required
	i pointer, i-j pointer, m-j pointer moves accordingly	
2	j value shown as message.	
	i pointer, i-j pointer, m-j pointer moves accordingly	
	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.	implemented; changes required
	Users will need two colors telling them whether the alphabet is matched or not matched.	
2	The node should be highlighted when comparing them so that users will know which node is being compared.	
	Users will need two colors telling them whether the alphabet is matched or not matched.	
	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