

window size = 3.

	The eyes are not here	There are no eyes in this valley	of dying slaves	hollow	broken jaw	our lost kingdom													
eyes	1	0	2	1	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0
here	0	2	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
valley	0	0	0	0	0	0	0	2	2	0	1	1	1	1	0	0	0	0	0

$$\cosine(eyes, valley) = \frac{\sum eyes_i valley_i}{\sqrt{\sum eyes_i^2} \sqrt{\sum valley_i^2}}$$

$$= \frac{1 \times 0 + 0 \times 0 + 2 \times 0 + 1 \times 0 + 2 \times 0 + 1 \times 0 + 1 \times 0 + 0 \times 2 + 0 \times 2 + 0 \times 0 + 0 \times 1 + 0 \times 1 + 0 \times 1 + 0 \times 1 + 0 \times 0}{\sqrt{1^2 + 2^2 + 1^2 + 2^2 + 1^2 + 1^2} \sqrt{2^2 + 2^2 + 1^2 + 1^2 + 1^2 + 1^2}}$$

$$\cosine(eyes, valley) = 0$$

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MD. MINHAZ

2) Window = 4

	M	D	I	N	H	A	Z
M	2	2	2	2	1	1	0
D	2	0	1	1	1	0	0
I	2	1	0	1	1	2	0
N	2	1	1	0	1	2	1
H	1	1	1	1	0	2	1
A	1	0	2	2	2	2	1
Z	0	0	0	1	1		0

AS