ReadMe:

- 1) We have implemented the BruteForce, Boyer-Moore-Horsepool and Knuth-Morris-Pratt Algorithm algorithms in JAVA Programming language.
- 2) Open the project Algos_P3 in the eclipse workspace.
- 3) To view the .java files, expand src folder. (Algos_P3/src/com/algos/pattern/PatternMatching.java)

```
🖨 eclipse-workspace - Algos_P3/src/com/algos/pattern/PatternMatching.java - Eclipse IDE
<u>F</u>ile <u>E</u>dit <u>S</u>ource Refac<u>t</u>or <u>N</u>avigate Se<u>a</u>rch <u>P</u>roject <u>R</u>un <u>W</u>indow <u>H</u>elp
🖹 💲 🦃 ▽ 🗀 🖟 PatternMatching.java 🛭

□ Package Explorer □
{
                                                                   System.out.print("\nNo match found fo
  > ■ JRE System Library [JavaSE-12]
                                                    30
                                                    31
                                                                   endTime1 = System.nanoTime();
  🗸 避 src
                                                    32
                                                               }
    33
                                                               else
      > 🕖 PatternMatching.java
                                                    34
                                                               {
System.out.println("\nMatch has found
                                                    35
  > 🕭 src
                                                    36
                                                                   System.out.println();
  > Mark JRE System Library [JavaSE-12]
                                                    37
                                                                   System.out.println(Text);
                                                    38
                                                                   for (int i = 0; i < position1; i++)</pre>
> 📂 AlgosP2
```