Lcs

X = Pecora
Y = Fracia

	X_i	P	E	C	O	R	A
Y_i	0	0	0	0	0	0	0
F	0	0↑	0↑	0↑	0↑	0↑	0↑
R	0	0↑	0↑	0↑	0↑	1↖	1←
O	0	0↑	0↑	0↑	1↖	1←	1↑
C	0	0↑	0↑	1↖	1↑	1↑	1↑
I	0	0↑	0↑	1↑	1↑	1↑	1↑
O	0	0↑	0↑	1↑	2↖	2←	2←

C O

Lcs (X, Y) // O(n · m)

```
n ← |X|
m ← |Y|
FOR i ← 1 to n
    C [i][0] ← 0
FOR i ← 1 to m
    C [0][i] ← 0
FOR i ← 1 to n
    FOR j ← 1 to m
        IF X[i] = Y[j] THEN
            C[i][j] ← C[i-1][j-1] + 1 ; B[i][j] ← "↖" ;
        ELSE IF C[i-1][j] ≥ C[i][j-1]
            C[i][j] ← C[i-1][j] ; B[i][j] ← "↑" ;
        ELSE C[i][j] ← C[i][j-1] ; B[i][j] ← "←" ;
RETURN C,B
```

Distanza di edit

X = Pecora
Y = Frecce

		Ø	P	E	C	O	R	A
	Ø	Ø	1	2	3	4	5	6
F	1	1	2	3	4	5	6	
R	2	2	2	3	4	4	5	
O	3	3	3	3	3	4	5	
C	4	4	4	4	4	4	5	
I	5	5	5	5	5	5	5	
O	6	6	6	6	6	5	6	6

Distanza_edit (X, Y) // $O(n \cdot m)$

```
n ← |X|
m ← |Y|
M ← NEW_MATRIX [n][m]
FOR i ← 1 TO n
    M[i][0] ← i
FOR j ← 1 TO m
    M[0][j] ← j
FOR i ← 1 TO n
    FOR i ← 1 TO m
        IF X[i] = Y[j] THEN
            p ← 0
        ELSE p ← 1
        M[i][j] ← min (M[i][j-1] + 1, M[i-1][j] + 1, M[i-1][j-1] + p)
RETURN M
```