

Inputs

- 2 string arrays from keyboard

Outputs

- Message asking for user to input 2 string arrays
- Message displaying final answer Levens Distance
- Message displaying final answer Hamming Distance
- Message asking if user wants to continue program or exit

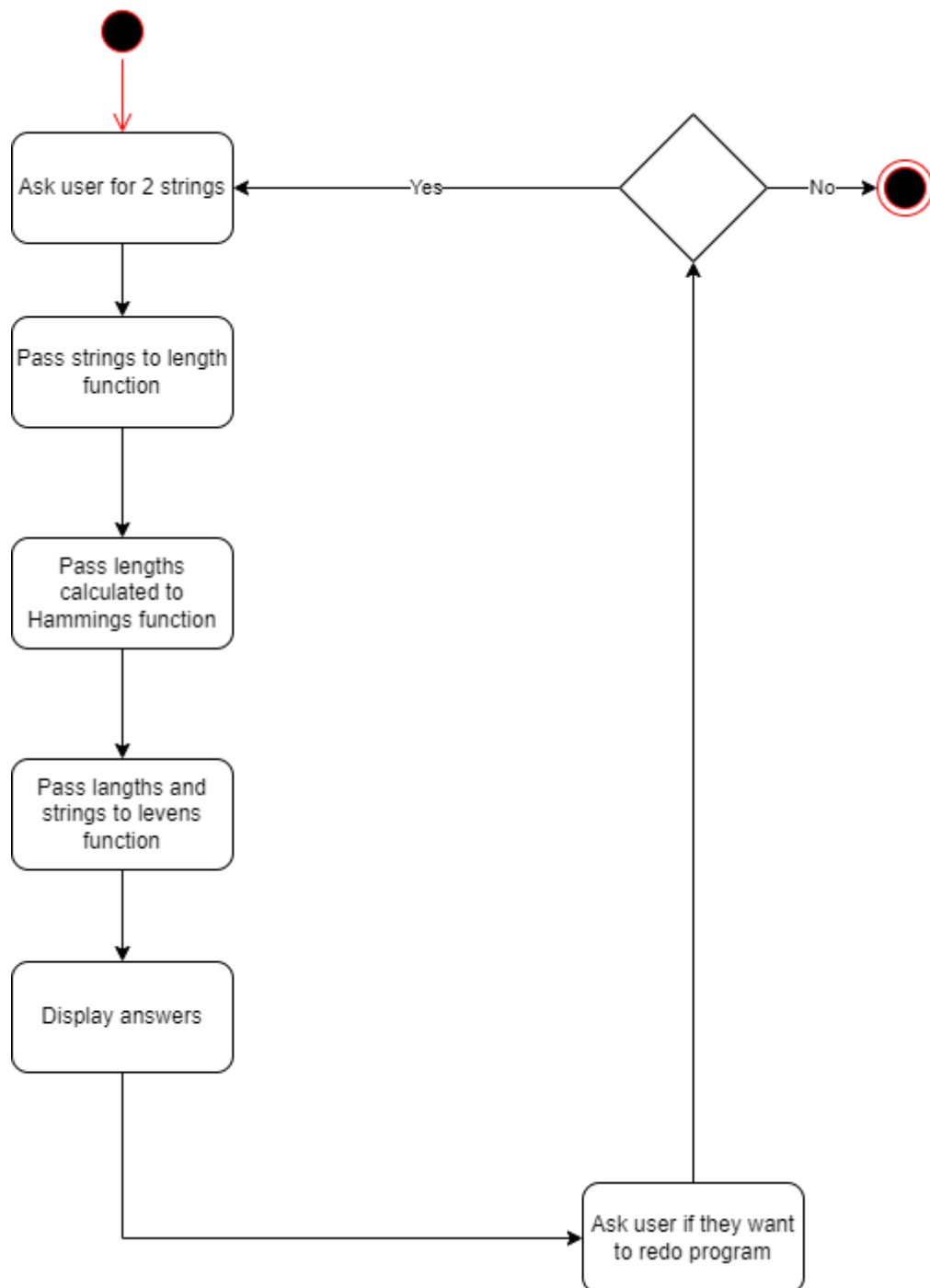
Variables

- Output – BYTE for saying display function final hamming answer: msgDistHamming
- Output – BYTE for saying display function final leven answer: msgLeven
- Output – BYTE for if string array lengths differ: msgLength
- Output – BYTE message for input string array 1: msgInputStr1
- Output – BYTE message for input string array 2 : msgInputStr2
- Output – BYTE for asking user if they want to exit program: msgExit
- Output – BYTE for formatting, a line: msgLine
- Input – BYTE Array of characters from keyboard: str1
- Input – BYTE Array of characters from keyboard: str2

Algorithm

1. Ask user to input 2 strings
2. Call a function to get the length of the 2 strings
3. Call a function to implement hamming distance (how dissimilar the 2 strings are)
4. Display answer
5. Call a function to implement levens distance
6. Display answer
7. Ask user if they want to exit or repeat program

Flow Diagram



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Stack Diagrams

Get Length Function

String pointer
return address
Old EBP
EBX
ECX
EDX
FLAGS <-ESP

Leven function

String length 1
String pointer 1
String 2 length
String pointer 2
return address
Old EBP
EBX
ECX
EDX
FLAGS <-ESP

Hamming's function

0
1
String length 1
String length 2
return address
Old EBP
EBX
ECX
EDX
FLAGS <- ESP