Laporan Tugas Kecil 1 IF2211 Strategi Algoritma



Penyelesaian Word Search Puzzle dengan Algoritma *Brute Force*

Disusun Oleh: 13520120 Afrizal Sebastian

Sekolah Tinggi Elektro dan Informatika Institut Teknologi Bandung 2021

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BABI

Algoritma Brute Force

1.1 Deskripsi Langkah-Langkah Penggunaan Algoritma Brute Force

Membaca file text lalu menghitung banyak baris dan kolom pada puzzle serta menghitung banyak kata yang ingin dicari. Setelah menemukan baris dan kolom, matriks dibuat dengan ukuran baris dan kolom tersebut lalu menge-*assign* huruf-huruf yang ada ke matriks.

Dilakukan iterasi sebanyak kata yang ada untuk mencari kata tersebut di puzzle. Pencarian dimulai dari huruf yang ada di pojok kiri atas (puzzle[0][0]) dan dibandingkan dengan huruf pertama kata, jika sama maka akan dilajukan ke huruf di sebelah kanan puzzle serta dibandingkan dengan huruf kedua pada kata, namun jika berbeda, huruf yang ada di puzzle[0][1] akan dibandingkan ke huruf pertama kata yang ingin dicari. Begitu seterusnya, jika dipertengahan kata ada huruf yang berbeda, maka perbandingan akan diulang dari huruf pertama kata.

Jika kata telah ditemukan di, maka warna akan di-*assign* ke huruf yang ada di puzzle. Jika dengan perbandingan ke kanan tidak ditemukan, akan dilakukan perbandingan ke arah yang lain yaitu, kanan-bawah, bawah, kiri-bawah, kiri, kiri-atas, atas, dan kanan-atas. Langkah pada setiap perbandingan sama dengan langkah yang ada di perbandingan kanan.

Dengan asusmsi **bahwa setiap kata yang ingin dicari ada di puzzle**, setelah menemukan kata pertama, maka dilanjutkan ke kata selanjutnya hingga semua kata ditemukan dipuzzle, lalu puzzle akan ditampilkan.

BAB II

Source Code Program dengan C++

2.1 Header File

```
#include <iostream>
#include <string>
#include <fstream>
#include <vector>
#include <chrono>
#define RED "\x1B[31m"
#define GREEN "\x1B[32m"
#define YELLOW "\x1B[33m"
#define BLUE "\x1B[34m"
#define MAGENTA "\x1B[35m"
#define CYAN "\x1B[36m"
#define BLACK "\x1B[0m"
struct Alpha{ // To assign the color to letter
    char Alphabet;
    const char* color;
};
using namespace std;
using namespace std::chrono;
```

2.2 displayPuzzle

```
void displayPuzzle(vector<vector<Alpha>> puzzle, int row, int col){
   for(int i = 1; i<row+1; i++) {
      for(int j = 0; j < col; j++) {
        cout << puzzle[i][j].color << puzzle[i][j].Alphabet << ' ';
    }
   cout << "\n";
}</pre>
```

2.3 generateColor

```
const char* generateColor() {
   const char* color[6] = {RED, GREEN, YELLOW, BLUE, MAGENTA, CYAN};
   int idx = rand()%6;
   return color[idx];
}
```

2.4 Check

2.4.1 check2Right

```
bool check2Right(vector<vector<Alpha>> &puzzle, string word, bool flag, int
idxX, int idxY, int row, int col, int &comp) {
   if(!flag && (idxY + (int) word.size()) <= col) {
     int y = idxY;
     int idxWord = 0;
     int wordSize = word.size();
     bool found = false;</pre>
```

```
while(puzzle[idxX+1][y].Alphabet == word[idxWord] && idxWord < wordSize</pre>
&& !found) {
            comp++;
            y++;
            idxWord++;
            if (idxWord == wordSize) {
                found = true;
        const char* color = generateColor();
        if (found == true) {
            int idx = idxY;
            for (int i = 0; i < wordSize; i++) {
                puzzle[idxX+1][idx].color = color;
                idx++;
            }
        return found;
    }else if (flag == true) {
        return true;
    }else{
        return false;
}
```

2.4.2 check2Left

```
bool check2Left(vector<vector<Alpha>> &puzzle, string word, bool flag, int idxX,
int idxY, int row, int col, int &comp) {
    if(!flag && (idxY + 1 - (int) word.size()) \geq 0){
        int y = idxY;
        int idxWord = 0;
        int wordSize = word.size();
        bool found = false;
        while(puzzle[idxX+1][y].Alphabet == word[idxWord] && idxWord < wordSize</pre>
&& !found) {
            comp++;
            y--;
            idxWord++;
            if (idxWord == wordSize) {
                found = true;
        }
        const char* color = generateColor();
        if (found == true) {
            int idx = idxY;
            for (int i = 0; i < wordSize; i++) {
                puzzle[idxX+1][idx].color = color;
        return found;
    }else if (flag == true) {
        return true;
```

```
}else{
    return false;
}
```

2.4.3 check2Down

```
bool check2Down(vector<vector<Alpha>> &puzzle, string word, bool flag, int
idxX, int idxY, int row, int col, int &comp) {
    if(!flag && (idxX + (int) word.size()) <= row){</pre>
        int x = idxX+1;
        int idxWord = 0;
        int wordSize = word.size();
        bool found = false;
        while(puzzle[x][idxY].Alphabet == word[idxWord] && idxWord < wordSize &&</pre>
!found) {
            comp++;
            x++;
            idxWord++;
            if(idxWord == wordSize){
                found = true;
            }
        const char* color = generateColor();
        if (found == true) {
            int idx = idxX+1;
            for (int i = 0; i < wordSize; i++) {
                puzzle[idx][idxY].color = color;
                idx++;
            }
        }
        return found;
    }else if (flag == true) {
        return true;
    }else{
       return false;
    }
}
```

2.4.4 check2Up

```
bool check2Up(vector<vector<Alpha>> &puzzle, string word, bool flag, int idxX,
int idxY, int row, int col, int &comp) {
   if(!flag && (idxX + 1 - (int) word.size()) >= 0) {
      int x = idxX+1;
      int idxWord = 0;
      int wordSize = word.size();
      bool found = false;
      while(puzzle[x][idxY].Alphabet == word[idxWord] && idxWord < wordSize &&
!found) {
      comp++;
      x--;
      idxWord++;</pre>
```

```
if (idxWord == wordSize) {
                found = true;
        }
        const char* color = generateColor();
        if (found == true) {
            int idx = idxX+1;
            for (int i = 0; i < wordSize; i++) {
                puzzle[idx][idxY].color = color;
                idx--;
            }
        return found;
    }else if (flag == true) {
        return true;
    }else{
       return false;
    }
}
```

2.4.5 check2RightUp

```
bool check2RightUp(vector<vector<Alpha>> &puzzle, string word, bool flag, int
idxX, int idxY, int row, int col, int &comp) {
    if(!flag && (idxX + 1 - (int) word.size()) >= 0 && (idx<math>Y + (int)
word.size()) <= col){</pre>
        int x = idxX+1;
        int y = idxY;
        int idxWord = 0;
        int wordSize = word.size();
        bool found = false;
        while(puzzle[x][y].Alphabet == word[idxWord] && idxWord < wordSize &&</pre>
!found) {
            comp++;
            x--;
            y++;
            idxWord++;
            if (idxWord == wordSize) {
                found = true;
            }
        const char* color = generateColor();
        if (found == true) {
            int tempx = idxX+1;
            int tempy = idxY;
            for(int i = 0; i < wordSize; i++){
                puzzle[tempx][tempy].color = color;
                tempx--;
                 tempy++;
            }
        return found;
    }else if (flag == true) {
        return true;
    }else{
        return false;
```

}

2.4.6 check2RightDown

```
bool check2RightDown(vector<vector<Alpha>> &puzzle, string word, bool flag, int
idxX, int idxY, int row, int col, int &comp) {
    if(!flag && (idxX + (int) word.size()) <= row && (idxY + (int) word.size())</pre>
<= col) {
        int x = idxX+1;
        int y = idxY;
        int idxWord = 0;
        int wordSize = word.size();
        bool found = false;
        while(puzzle[x][y].Alphabet == word[idxWord] && idxWord < wordSize &&</pre>
!found) {
            comp++;
            x++;
            y++;
            idxWord++;
            if (idxWord == wordSize) {
                found = true;
            }
        }
        const char* color = generateColor();
        if (found == true) {
            int x = idxX+1;
            int y = idxY;
            for(int i = 0; i < wordSize; i++){
                puzzle[x][y].color = color;
                x++;
                y++;
            }
        }
        return found;
    }else if (flag == true) {
        return true;
    }else{
       return false;
    }
}
```

2.4.7 check2LeftDown

```
bool check2LeftDown(vector<vector<Alpha>> &puzzle, string word, bool flag, int
idxX, int idxY, int row, int col, int &comp){
    if(!flag && (idxX + (int) word.size()) <= row && (idxY + 1 - (int)
word.size()) >= 0){
    int x = idxX+1;
    int y = idxY;
    int idxWord = 0;
    int wordSize = word.size();
    bool found = false;
```

```
while(puzzle[x][y].Alphabet == word[idxWord] && idxWord < wordSize &&</pre>
!found) {
            comp++;
            x++;
            y--;
            idxWord++;
            if (idxWord == wordSize) {
                found = true;
            }
        }
        const char* color = generateColor();
        if (found == true) {
            int x = idxX+1;
            int y = idxY;
            for(int i = 0; i < wordSize; i++){
                puzzle[x][y].color = color;
                x++;
                y--;
            }
        }
        return found;
    }else if (flag == true) {
       return true;
    }else{
       return false;
}
```

2.4.8 check2LeftUp

```
bool check2LeftUp(vector<vector<Alpha>> &puzzle, string word, bool flag, int
idxX, int idxY, int row, int col, int &comp) {
    if(!flag && (idxX + 1 - (int) word.size()) >= 0 && (idxY + 1 - (int)
word.size()) >= 0){
        int x = idxX+1;
        int y = idxY;
        int idxWord = 0;
        int wordSize = word.size();
        bool found = false;
        while(puzzle[x][y].Alphabet == word[idxWord] && idxWord < wordSize &&</pre>
!found) {
            comp++;
            x--;
            y--;
            idxWord++;
            if (idxWord == wordSize) {
                found = true;
            }
        const char* color = generateColor();
        if (found == true) {
            int x = idxX+1;
            int y = idxY;
            for(int i = 0; i < wordSize; i++){
                puzzle[x][y].color = color;
                x--;
```

```
y--;
}

return found;
}else if (flag == true) {
 return true;
}else{
 return false;
}
```

2.5 Main

```
int main(int argc, char const *argv[])
    //To count the Row and Column of the puzzle
    string myText;
    string filename;
    cout << "Filename (in test Folder) : ";</pre>
    cin >> filename;
    ifstream MyReadFile("..\\test\\" + filename);
    int row = 0;
    int col = 0;
    int word2Find = 0;
    cout << "\n********** WORD SEARCH PUZZLE **********************
    while (getline(MyReadFile, myText)) {
        cout << myText << endl;</pre>
        if (myText[1] == ' '){
            row ++;
            int tempCol = 0;
            for (int j = 0; j < myText.length(); j++){
                if (myText[j] != ' '){
                tempCol++;
                }
            if (tempCol > col){
                col = tempCol;
            }
        }else{
            word2Find++;
    MyReadFile.close();
    //Initialization Matrtix
    vector<vector<Alpha>> puzzle (row+2, vector<Alpha>(col));
    std::vector<std::string> wordAcco {};
    string newText;
    ifstream newReadText("..\\test\\" + filename);
    int idxRow = 1;
    int idxCol = 0;
    while(getline(newReadText, newText)){
```

```
if(newText[1] == ' '){ //assign Puzzle to matriks
            for(int i = 0; i < newText.length(); i++){</pre>
                if(newText[i] != ' '){
                    puzzle[idxRow][idxCol].Alphabet = newText[i];
                    puzzle[idxRow][idxCol].color = BLACK;
                    idxCol++;
                    if(idxCol == col){
                        idxCol = 0;
                        idxRow++;
                    }
                }
        }else{ //assign Word to Array
            wordAcco.push back(newText);
        }
    }
    //Upper-Bottom Padding
    for (int i = 0; i < col; i++) {
        puzzle[0][i].Alphabet = '-';
        puzzle[row+1][i].Alphabet = '-';
    newReadText.close();
    //Start Comparison
    auto start = high_resolution_clock::now();
    int countComp = 0; //Count comparison
    //Check the puzzle
    for (int k = 0; k < word2Find; k++) {
        int i = 0;
        int j = 0;
        bool found = false;
        while(i < row && !found){
            while(j < col && !found) {
                found = check2Right(puzzle, wordAcco[k], false, i, j, row,col,
countComp);
                found = check2Left(puzzle, wordAcco[k], found, i, j, row, col,
countComp);
                found = check2Down(puzzle, wordAcco[k], found, i, j, row, col,
countComp);
                found = check2Up(puzzle, wordAcco[k], found, i, j, row, col,
countComp);
                found = check2RightUp(puzzle, wordAcco[k], found, i, j, row,
col, countComp);
                found = check2RightDown(puzzle, wordAcco[k], found, i, j, row,
col, countComp);
                found = check2LeftDown(puzzle, wordAcco[k], found, i, j, row,
col, countComp);
                found = check2LeftUp(puzzle, wordAcco[k], found, i, j, row, col,
countComp);
                j++;
                if (j == col) {
                    j = 0;
                    i++;
                }
            }
```

```
}
}
auto stop = high_resolution_clock::now();
auto duration = duration_cast<microseconds>(stop - start);
cout << "\nTime taken: " << duration.count() << " microseconds" << endl;
cout << "Number of letter Comparison: " << countComp << " times" << endl;
cout << "\n===== RESULT: =====\n" << endl;
displayPuzzle(puzzle, row, col);
return 0;
}</pre>
```

Bab III Screeshot Test Case

3.1 Small

3.1.1 Small1.txt

```
Filename (in test Folder) : Small1.txt
J S O L U T I S
S U N A R U U A
NEPTUNET
S O N I E I S U
R C E V T R E R
A H T R A E S N
M M E R C U R Y
EARTH
JUPITER
MARS
MERCURY
NEPTUNE
SATURN
URANUS
VENUS
Time taken: 0 microseconds
Number of letter Comparison : 80 times
===== RESULT : =====
J S O L U T I S
S U N A R U U A
N E P T U N E T
S O N I E I S U
R C E V T R E R
A H T R A E S N
M M E R C U R Y
```

Gambar 3.1.1: Hasil Eksekusi Small1.txt

3.1.2 Small2.txt

```
Filename (in test Folder) : Small2.txt
************ WORD SEARCH PUZZLE **************
GELACSAPRSX
LPSTAHWVTAV
ANRLXLXQRBI
IHPLEDOXAHS
KJYAPHPYNOU
FABMADANZJA
EVISNOHTYPL
AAYLBMESSAC
WEIVBALOGOL
FORTRAN
PHP
ALGOL
JAVA
PYTHON
ASSEMBLY
LABVIEW
SMALLTALK
BASIC
LOGO
VISUALC
COBOL
PASCAL
DELPHI
PERL
Time taken: 6719 microseconds
Number of letter Comparison : 397 times
===== RESULT : =====
L L J K C A B L F C I
O R O L O B O C O I M
G E L A C S A P R S X
L P S T A H W V T A V
A N R L X L X Q R B I
I H P L E D O X A H S
K J Y A P H P Y N O U
F A B M A D A N Z J A
EVISNOHTYPL
AAYLBMESSAC
WEIVBALOGOL
```

Gambar 3.1.2: Hasil Eksekusi Small2.txt

3.1.3 Small3.txt

```
Filename (in test Folder) : Small3.txt
************ WORD SEARCH PUZZLE *************
DZNFBFFFFYPTHRUXYBRINY
V G C B X D X I R R E G U L A R J Y J I R R
X J L R G M N U U T M V O H J B X T J H F E
I B W G K D W P U S O L I D F L T L Q U E C
TINERTNESSZESFWBTDADCO
OONFCHBLKDGCVNGZXEDHDV
SMHINVNABVONCNYSMBLXIE
OJWRDNCNHOUEJWTMJILPAR
JQOMVEAICBFRGKSLDROWRU
F Y E N U J I F D P A E Y Y N K A C G X B P
PRESCRIBEDD HARANXSQFKZ
CKNIIQGHNXMDIULRLNPKXD
RURUGUAYDGCACJURVIMLQB
KQCVJWNZKSQJVRTWBIJGVI
U H O E D I K H E O G I F E A R S R Q B I B
Y I H E R E W O H S J H Y P P G G Q T P H L
S I S A S Q D E S U M A S J S N W P M A R I
O J O T T O T A L L Y A A O T H U V S H O C
K C K C R E R R I X T O G G N I K C A S C A
T S E N O H S I D G T Z M F U P J M Z J Y L
ADHERENCE
AMUSE
BIBLICAL
BRAID
BRINY
DISHONEST
FINAL
INSCRIBED
IRREGULAR
JUNE
PERJURY
PRESCRIBED
RECOVER
SACKING
SHOWER
SOLID
SPATULA
TOTALLY
URUGUAY
Time taken: 7999 microseconds
Number of letter Comparison : 1186 times
```

```
===== RESULT : =====

D Z N F B F F F F Y P T H R U X Y B R I N Y
V G C B X D X I R R E G U L A R J Y J I R R
X J L R G M N U U T M V O H J B X T J H F E
I B W G K D W P U S O L I D F L T L Q U E C
T I N E R T N E S S Z E S F W B T D A D C O
O O N F C H B L K D G C V N G Z X E D H D V
S M H I N V N A B V O N C N Y S M B L X I E
O J W R D N C N H O U E J W T M J I L P A R
J Q O M V E A I C B F R G K S L D R O W R U
F Y E N U J I F D P A E Y Y N K A C G X B P
P R E S C R I B E D D H A R A N X S Q F K Z
C K N I I Q G H N X M D I U L R L N P K X D
R U R U G U A Y D G C A C J U R V I M L Q B
K Q C V J W N Z K S Q J V R T W B I J G V I
U H O E D I K H E O G I F E A R S R Q B I B
Y I H E R E W O H S J H Y P P G G Q T P H L
S I S A S Q D E S U M A S J S N W P M A R I
O J O T T O T A L L Y A A O T H U V S H O C
K C K C R E R R I X T O G G N I K C A S C A
T S E N O H S I D G T Z M F U P J M Z J Y L
```

Gambar 3.1.3: Hasil Eksekusi Small3.txt

3.2 Medium

3.2.1 Medium1.txt

```
AQUARIUS
   ARIES
   CANCER
   CAPRICORNUS
   CARINA
   CASSIOPEIA
   CETUS
   CONSTELLATIONS
   DRACO
   GEMINI
   HERCULES
   HYDRA
   LEO
   LEPUS
   LIBRA
   LYNX
   LYRA
   NORMA
   ORION
   PAVO
   PEGASUS
   PHOENIX
   PISCES
   SAGITTARIUS
   SCORPIUS
   SCULPTOR
   SERPENS
   STARS
   TAURUS
   VIRGO
  Time taken: 5444 microseconds
Number of letter Comparison : 2343 times
   ===== RESULT : =====
ASOBSCULPTORIESNOXAE
GKLIESNOBVMJAQUARIUS
CFPHOENIXORIOMMIHACF
OAESVKLNJIORSRSHYDRA
XSGEMIYATYEROAODKXOS
LTABNLEPUSUNHSERPENS
CYSSAIITSCKLIEMJIORA
BUINBDCASSIOPEIASIE
PUSGPRHFMJIORSTAFLFO
RPAVIANDROMEDATJTPTO
CRAVIANDROMEDATJTPTO
CANCERUTRIATAPAOTHEN
OAUSAGLENOGUCTHSTARS
RKLIERVSUNSROAFGEINT
NJRTUEIJJIORSFGENYML
SOITIBSUATCAOESAMFRL
UCHGXREGULITCFROLNT
TREAOJPIESNOIUKLIESI
AJSDCMECLEOFTLSEPUS
UEDHXLNMNFOPDEXURFTN
RFHIPUSTAPSGOSTARIES
UWOPRIOWHIS
   U W O P R I O W H J E S I E S N O H G I
S A G I T T A R I U S P S C O R P I U S
```

Gambar 3.2.1: Hasil Eksekusi Medium1.txt

3.2.2 Medium2.txt

```
ICELAND
ROMANIA
AZERBAIJAN
IRELAND
RUSSIA
BELARUS
ITALY
SANMARINO
BELGIUM
KAZAKHSTAN
SERBIA
BOSNIAHERZEGOVINA
LATVIA
SLOVAKIA
BULGARIA
LIECHTENSTEIN
SLOVENIA
CROATIA
LITHUANIA
SPAIN
CYPRUS
LUXEMBOURG
SWEDEN
CZECHIA
MACEDONIA
SWITZERLAND
DENMARK
MALTA
TURKEY
ESTONIA
MOLDOVA
```

•

```
MOLDOVA
   UKRAINE
   FINLAND
  MONACO
  UNITEDKINGDOM
   FRANCE
  MONTENEGRO
   VATICANCITY
  GEORGIA
  NETHERLANDS
  Time taken: 16252 microseconds
  Number of letter Comparison : 3477 times
    ===== RESULT : =====
TCSDNALREHTENDNALOPYSMRRIAINAUHTILIGIDSKBDLO
QSBYVQUALDTBKTREMNKNON
MWELBYIFEBIRARREAHSAVA
AELPARAIRAGLUBATEUOLAC
CDAOTBFKJAYVISSMRCPRKO
EERSONIRAMNASHSPNUEEIR
DNUUMOLDOVACKPYIIENZAU
OASROMANIASAECAXAEDTNV
NBOSNIAHERZEGOVINAMIVA
IIWRDORQGANOFKDANUTWTT
ATETWEREKACOEOIEIEISOI
NYTTUIOWPCLZUNNGDRJVMC
HANTSRXIAUHBOILKEVAPOA
AUJAGNKIXYLTAEILCSIONN
IBNIMMEECFSRBNAARLNRTC
HGAGARMTYEKHGNITOOETEI
CDULABEEHULDDVEAAVMUNT
EMTQORRGXCOATWFSTERGEY
ZAKUESYEAMEANJYGINAAGA
CARRODNAZHLIRDNUAIELRW
AGDNALNIFAUQLYSCPAKZON
```

Gambar 3.2.2: Hasil Eksekusi Medium2.txt

3.2.3 Medium3.txt

```
Filename (in test Folder) : Medium3.txt
  ************* WORD SEARCH PUZZLE **************
E E S S A H A L L A T M C N O T S O B O D U Q H
I W I B N L O C N I L N L A N S I N G G L E B A
L R L C U Y V T P N F R A N K F O R T U R D P R
 SAOBPDYFCRVWCNOTSELRAHCT
S A O B P D Y F C R V W C N O T S E L R A H C T
Q L P I Q X D V O N M Z E S I O B O E L H V V T
T E A D J L K N N O J V P Y R Y N I B B J X T O
I I N J W O C W C S W P P T T O P A A D C Q I R
G G A E C P O X O I Q I U I H I N T H E Z Z J D
V H I F C R R T R D G R C C N Y O E E N A W I A
U D D F O K E J D A N E Q A F N D E L N G Y E I
UDDFOKEJDANEQAFNDELNGYEI
QLNELRLIGMKODMRTAJEEETLB
SEIRUFTALABUMOHTLWNYCILM
AIISMATJLEDZUHNSNAAEVCIU
CFQOBWITUEPGXACBMIQHRNVL
RGDNUNLDCNETLLRIGPTCYOHO
ANSCSAONEAETNKLRRMESHSSC
MIFISKESTSAAHOURCYIVURAV
ERGTLDCSKPMEUBMTOLQVUANC
NPNYIOURHCFOSWREVODWMCOX
N P N Y 1 O U K H C F O S W K E V O D W M C U X
T S U V U G P O A A A I I E T L U A P T N I A S
O K O K U K E A T M R J N N M O N T G O M E R Y
N R P A Q N T N N R S T R D E N V E R H P Q A U
P G M K I Z A F A N O I J Z E S X P A K E P O T
 X R X X C S L H G N A Y B Q M E L A S F G W V T
ALBANY
DOVER
OKLAHOMACITY
 ANNAPOLTS
  FRANKFORT
  OLYMPIA
   ATLANTA
   HARRISBURG
   PHOENIX
   AUGUSTA
   HARTFORD
   PIERRE
   AUSTIN
   HELENA
   PROVIDENCE
   BATONROUGE
HONOLULU
   RALEIGH
   BISMARCK
INDIANAPOLIS
   RICHMOND
   BOISE
JACKSON
   SACRAMENTO
   BOSTON
JEFFERSONCITY
   SAINTPAUL
   CARSONCTTY
   JUNEAU
   SALEM
   CHARLESTON
   LANSING
   SALTLAKECITY
   CHEYENNE
LINCOLN
  SANTAFE
  COLUMBIA
  LITTLEROCK
  SPRINGFIELD
  COLUMBUS
  MADISON
TALLAHASSEE
  CONCORD
MONTGOMERY
  TOPEKA
  DENVER
MONTPELIER
  TRENTON
  DESMOINES
  NASHVILLE
  Time taken: 23994 microseconds
  Number of letter Comparison : 4388 times
```

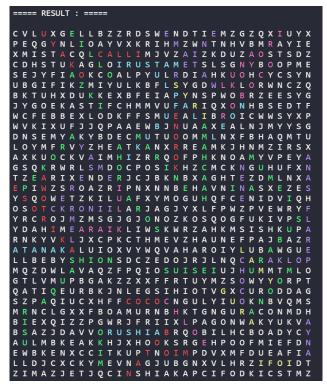


Gambar 3.2.3: Hasil Eksekusi Medium3.txt

3.3 Big

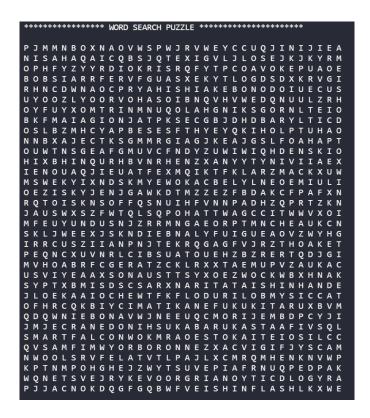
3.3.1. Big1.txt

```
AKIROSE
 AKTROS
AME
ANYA
AQUA
AYAME
AZKI
 BOTAN
CALLI
CERES
CHLOE
CHOCO
COCO
FLARE
  FUBUKI
 GURA
HAACHAMA
INA
IOFI
 IROHA
IRYS
KANATA
   KIARA
  KORONE
 KOYONE
KOYORI
KRONII
LAMY
LAPLUS
LUI
LUNA
MARINE
MATSURI
MEL
MIKO
MIO
MOONA
MUMEI
NENE
NOEL
OKAYU
OLLIE
PEKORA
POLKA
REINE
RISU
RISU
ROBOCO
RUSHIA
SANA
SHION
SORA
SUBARU
SUISEI
TOWA
WATAME
 Time taken: 32000 microseconds
Number of letter Comparison : 9327 times
```



Gambar 3.3.1: Hasil Eksekusi Big1.txt

3.3.2. Big2.txt



```
AGNESDIGITAL
AGNESDIGITAL
AGNESTACHYON
AIRGROOVE
BIWAHAYAHIDE
CURRENCHAN
DAIWASCARLET
EISHINFLASH
ELCONDORPASA
 FINEMOTION
FUJIKISEKI
 GOLDCITY
  GOLDSHIP
 GRASSWONDER
HARUURARA
HISHIAKEBONO
 HISHIAMAZON
  INESFUJIN
INESFUJIN
KAWAKAMIPRINCESS
KINGHALO
MANHATTANCAFE
MARUZENSKY
MATIKANETANNHAUSER
MATIKANEFUKUKITARU
MAYANOTOPGUN
MEISHODOTO
MEJIRODOBER
MEJIROMCQUEEN
MEJIROMCYAN
 MEJIRORYAN
MIHONOBOURBON
 NARITABRIAN
 NARITATAISHIN
 NICENATURE
  OGURICAP
 RICESHOWER
SAKURABAKUSHINO
SAKURACHIYONOO
 SEIUNSKY
SILENCESUZUKA
 SMARTFALCON
SPECIALWEEK
SUPERCREEK
SYMBOLIRUDOLF
  TMOPERAO
TAIKISHUTTLE
  TAMAMOCROSS
TOKAITEIO
 VODKA
WINNINGTICKET
YUKINOBIJIN
  ZENNOROBROY
 Time taken: 31992 microseconds
Number of letter Comparison : 6387 times
```

```
P J M M N B O X N A O V W S P W J R V W E Y C C U Q J I N I J I E A
N I S A H A Q A I C Q B S J Q T E X I G V L J L O S E J K J K Y R M
O P H F Y Z Y Y R D I O K R I S R Q F Y T P C O A V O K E P U A O E
B O B S I A R R F E R V F G U A S X E K Y T L O G D S D X K R V G I
R H N C D W N A O C P R Y A H I S H I A K E B O N O D O I U E C U S
U Y O O Z L Y O O R V O H A S O I B N Q V H V W E D Q N U U L Z R H
O Y F U Y X O M T R I N M N U Q O L A H G N I K S G O R N L T E I O
B K F M A I A G I O N J A T P K S E C G B J D H D B A R Y L T I C D
O S L B Z M H C Y A P B E S E S F T H Y E Y Q K I H O L P T U H A O
N N B X A J E C T K S G M M R G I A G J K E A J G S L F O A H A P T
O U W T N S G E A F G M U V C F N D Y Z U W I W I Q H D E N S K I O
H I X B H I N Q U R H B V N R H E N Z X A N Y Y T Y N I V I I A E X
I E N O U A Q J I E U A T F E X M Q I K T F K L A R Z M A C K X U W
M S W E K Y I X N D S K M Y E W O K A C B E L Y L N E O E M I U L I
O E Z I S K Y J E N J G A W K D T M Z Z E Z F B D A K C F P A F X N
J A U S W X S Z F W T Q L S Q P O H A T T W A G C C I T W W V X O I
M F E U Y U N D U S N J Z R R M N G A E O R P T M N C H E A U K C N
S K L J W E E X J S K N D J E B N A L Y F U I G U E A O V Z W Y H G
I R R C U S Z I I A N P N J T E K R Q G A G F V J R Z T H O A K E T
P E Q N C X U V N R L C I B S U A T O U E H Z B Z R E R T Q D J G I
M V H O A B R F C G E R A T Z C K L R X X T A E M U P V Z A U K A C
S Y P T X B M I S D S C S A R X N A R I T A T A I S H I N H A N D E
J L O E K A A I O C H E W T F K F L D D U R I L O B M Y S I C C A T
O F H R C Q K B I Y C I M A T I K A N E F U K O K A I T E I O S I C C
Q V S A M F I M W Y O R B O R O N N E Z X A C V I G I F J Y S C A M
N W O O L S R V F E L A T V T L P A J L X C M R Q M H E N K N V W P
K P T N M P O H G H E J Z W Y T S U V E P I A F R N U Q P E D P A K
W Q N E T S V E J R Y K E V O O R G R I A N O Y T I C D L O G Y R A
P J J A C N O K D Q G F G Q B W F V E I S H I N F L A S H L K X W E
```

Gambar 3.3.2 : Hasil Eksekusi Big2.txt

3.3.3. Big3.txt

```
Filename (in test Folder) : big3.txt
     ZBEYDAJNYSPEAAEFNHEEIFSEBSNCOR
LVZBMJCZLRSQCLNANOSSTVFCUXNNRC
RIGILKENTUMŠRNMBYRYUREQPNRPR
K T Z A G S Y T E C C F U I E I E Y A C H U O A M R F
X U Q T H I P G U X Z A X L H F A H B M O N W U H Q O
W L Q J Y Q L T I S D Y I A R F L P F P A R Z Q V P I
       YGETRFVGQVMGADELCWXPF
K P A E T Q T O K Q F A N R M F N G T A T Q N D Q K M C L A
S J O E N A V B Z C D Q T O H T K Y O L C W E Z G A U J A P
E Z B C L B N F H Q M N F L W R O N W S W I A X J B N Y E V
J H D L G N Y F O G T H B K T B R O V I O U D R B E X L
G X E V B C U J J T X Q Z J A B M A R H C G F U Z Q L U
B B S R W D T E B U O O R A M D F E X T W Y D D S A V H D K
S E R A T N A E L N A T H M K I G Y M A Y E K J L N Y L
K Y S G U U M J C C S X D Y H G M S O N R S O Y N P P I
                                                      YNPP
MVEQBWFFUGTVLEGIROFWENUREXVUXS
       LPHYRBAZECMOCRUSIGEQOKUMT
V L P G Q D F A U U L G J Y T R A M I A U F Ă N U L C P
S A M Y D Q X H A K N A P T Q T N C T U L E Y Y S L Z N W U
U U R T Q F X L K X H D L Z K F U X I L U D Q B J O P E R M
ICQCPWDSTHADARDBQNYPSAQTVP
    RCTEQPOVZNGGJSQTRHSXLALUAHSG
    B G B U A F H W H A T G A J M R G R P E X T H V V S N L
S Q S A Z A R Z V P M N Q S M R S L N X P W D P A D P X H W
C H R J L I J U T Y O J Q L S R M F P A V P L D R I L U Z R
W A W N P L R D S N N C C K R M E O D D K K K O F T R J B X
NGAUWFYUWQLCSWDBAHCPREJV
U I L D M U V X S V V Q I Z P A A Z W K J Y Q Q X H A D E N
R D H U K R T S F U B M Y R Q R R K D Z Y R G U M M U U Y G
K M F H Z F W Z Q F W Z F W A H G E P O P X T O I O H D G G
```

```
ACRUX
 ADHARA
 ALDEBARAN
 ALNAIR
 ALNILAM
 ALTAIR
 ANTARES
 ARCTURUS
 BELLATRIX
BETELGEUSE
 CANOPUS
 ELNATH
 FOMALHAUT
 ΗΔΠΔΡ
MIAPLACIDUS
 MIMOSA
 POLLUX
 PROCYON
 REGULUS
 RIGEL
 RIGILKENT
 SHAULA
 SIRIUS
 SPICA
 VEGA
 Time taken: 15994 microseconds
Number of letter Comparison : 3404 times
===== RESULT : =====
Z  B  E  Y  D  A  J  N  Y  S  P  E  A  A  E  F  N  H  E  E  I  F  S  E  B  S  N  C  O  R  L  V  Z  B  M  J  C  Z  L  R  S  Q  C  L  N  A  N  O  S  S  T  V  F  C  U  X  N  N  R  C
R I G I L K E N T U M S R N M B Y R Y U R E Q P N R P R Y K
K T Z A G S Y T E C C F U I E I E Y A C H U O A M R F N C I
X U Q T H I P G U X Z A X L H F A H B M O N W U H Q O Y C D
W L Q J Y Q L T I S D Y I A R F L P F P A R Z Q V P I T P Q
H G X Y G E T R F V G Q V M G A D E L C W X P F Z G V Y S T
K P A E T Q T O K Q F A N R M F N G T A T Q N D Q K M C L A
S J O E N A V B Z C D Q T O H T K Y O L C W E Z G A U J A P
E Z B C L B N F H Q M N F L W R O N W S W I A X J B N Y E V
J H D L G N Y F O G T H B K T B R O V I O U D R B E X L S J
G X E V B C U J J T X Q Z J A B M A R H C G F U Z Q L U Z L
B B S R W D T E B U O O R A M D F E X T W Y D D S A V H D K
   E R A T N A E L N A T H M K I G Y M A Y E K J L N Y L Z W
K Y S G U U M J C C S X D Y H G M S O N R S O Y N P P I Y S
M V E Q B W F F U G T V
                                          I R O F W E N U R E X V U X S
UMRLPHYRBAZECMOCRUSIGEQOKUMTVH
V L P G Q D F A U U L G J Y T R A M I A U F A N U L C P G B
S A M Y D Q X H A K N A P T Q T N C T U L E Y Y S L Z N W U
U U R T Q F X L K X H D L Z K F U X I L U D Q B J O P E R M
I C Q C P W D S T H A D A R D B Q N Y P S A Q T V P
R S R C T E Q P O V Z N G G J S Q T R H S X L A L U A H S G
I Y B G B U A F H W H A T G A J M R G R P E X T H V V S N L
S Q S A Z A R Z V P M N Q S M R S L N X P W D P A D P X H W C H R J L I J U T Y O J Q L S R M F P A V P L D R I L U Z R W A W N P L R D S N N C C K R M E O D D K K K O F T R J B X
   G A U W F Y U W Q L C S W D B A H C P R E J V P S L B A R
   I L D M U V X S V V Q I Z P A A Z W K J Y Q Q X H A D E N
D H U K R T S F U B M Y R Q R R K D Z Y R G U M M U U Y G
K M F H Z F W Z Q F W Z F W A H G E P O P X T O I O H D G G
```

Gambar 3.3.3 : Hasil Eksekusi Big3.txt

Bab IV Alamat GitHub

 $\underline{https://github.com/afrizalsebastian/Tugas-STIMA/tree/main/Tucil1}$

CheckList

Poin	Ya	Tidak
Program berhasil dikompilasi tanpa kesalahan (no syntax error)	V	
2. Program berhasil running	$\sqrt{}$	
3. Program dapat membaca file masukan dan menuliskan luaran.	V	
4. Program berhasil menemukan semua kata di dalam puzzle.	V	