

Table of Contents

I. Introduction

II. Algorithms presentation

- a. LCS Forward/Backward
- b. LCS in linear space Forward/Backward
- c. LCS Divide and Conquer
- d. Recursive LCS
- e. Branch-and-bound LCS

III. Printing Neatly

- a. Greedy Version
- b. Dynamic Programming
- c. Recursive
- d. Branch-and-bound

IV. Method for plagiarism detection

V. Pre-processing

VI. GUI

VII. Experimental study

- a. Time complexity
- b. Space complexity
- c. Conclusion

VIII. Difficulties

IX. Conclusion