LAPORAN TUGAS KECIL 1
IF2211 – STRATEGI ALGORITMA
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Oleh

Fadil Fauzani 13520032

SEKOLAH TEKNIK ELEKTRO DAN INFORMATIKA

INSTITUT TEKNOLOGI BANDUNG

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1. Algoritma Brute Force

Algoritma *brute-force* yang saya gunakan dilakukan dengan cara menjadikan semua huruf pada tabel board puzzle menjadi huruf pertama string tiap perbandingan dan mengambil huruf setelah tiap huruf tersebut sehingga string yang dibandingkan jumlahnya bersesusaian dengan tiap solusi, pengambilan huruf dilakukan dalam 8 arah (mengikuti 8 arah mata angin). Setelah mendapatkan string tersebut maka dicocokan dengan tiap solusi, jika terdapat match maka akan ditulis pada output. Pencocokan string dilakukan dengan mengecek tiap huruf pada string yang didapatkan dengan string solusi jika terdapat 1 kali kesalahan maka akan langsung mengembalikan nilai false.

2. Source Program

```c
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#define MaxChar 100
#define boardSize 100

#define RED "\033[0;31m"
#define GREEN "\033[0;32m"
#define Yellow "\033[0;33m"
#define Blue "\033[0;34m"
#define Purple "\033[0;35m"
#define Cyan "\033[0;36m"
#define reset "\033[0m"

typedef struct string
{
    char buff[MaxChar];
    int length;
} string;

#define Char(S, i) (S).buff[i]

void printString(string s){
    for (int i = 0; i < s.length; i++){
        printf("%c", Char(s, i));
    };
    printf("\n");
}
typedef struct colorChar{
    char c;
    int type;
} colorChar;
typedef struct board
{
    colorChar buff[boardSize][boardSize];
    int sizeRow,sizeCol;
} board;
```

```
int ansCount;
char fileName[22] = "../test/testcasex.txt";
int testCount = 0;

#define Board(S, i, j) (S).buff[i][j]

string takeStringfromBoard(board b, int fromRow, int fromCol, int
size, unsigned int mode){
    string res;
    int count = 0;
    switch (mode)
    {
    case 1:
        /* Kekanan */
        for (int i = 0; i < size; i++) Char(res, i) = Board(b,
fromRow, fromCol + i).c;
        break;
    case 2:
        /* ke kiri */
        for (int i = 0; i < size; i++) Char(res, i) = Board(b,
fromRow, fromCol - i).c;
        break;
    case 3:
        /* kebawah */
        for (int i = 0; i < size; i++) Char(res, i) = Board(b,
fromRow + i, fromCol).c;
        break;
    case 4:
        /* ke atas*/
        for (int i = 0; i < size; i++) Char(res, i) = Board(b,
fromRow - i, fromCol).c;
        break;
    case 5:
        /* miring Tenggara (bawah kanan)*/
        for (int i = 0; i < size; i++) Char(res, i) = Board(b,
fromRow + i, fromCol + i).c;
        break;
    case 6:
        /* miring Barat daya (bawah kiri)*/
        for (int i = 0; i < size; i++) Char(res, i) = Board(b,
fromRow + i, fromCol - i).c;
        break;
    case 7:
        /* miring Barat laut (kiri atas)*/
        for (int i = 0; i < size; i++) Char(res, i) = Board(b,
fromRow - i, fromCol - i).c;
        break;
    case 8:
```

```
        /* miring Timur laut (kanan atas)*/
        for (int i = 0; i < size; i++) Char(res, i) = Board(b,
fromRow - i, fromCol + i).c;
        break;
    default:
        break;
    }
    res.length = size;
    return res;
}
/* Jelek banget karena nimpah yang sudah ada males buat baru*/
void showFoundStr(board *b,int fromRow, int fromCol, int size,
unsigned int mode, int type, unsigned int verbose){
    switch (mode)
    {
    case 1:
        /* Kekanan */
        for (int i = 0; i < (*b).sizeRow; i++) {
            for (int j = 0; j <(*b).sizeCol; j++)
                if (j >= fromCol && j < fromCol + size && i
==fromRow){
                    if (verbose) printf("%c ",Board((*b), i, j).c);
                    else Board((*b),i,j).type = type;
                }
                else if (verbose)
                    printf("- ");
            if (verbose)
            printf("\n");
            }
        if (verbose)
        printf("\n");

        break;
    case 2:
        /* ke kiri */
        for (int i = 0; i < (*b).sizeRow; i++) {
            for (int j =0; j < (*b).sizeCol; j++)
                if (j <= fromCol && j > fromCol - size && i
==fromRow){
                    if (verbose) printf("%c ",Board((*b), i, j).c);
                    else Board((*b),i,j).type = type;
                }
                else if (verbose)
                    printf("- ");
            if (verbose)
            printf("\n");
            }
        if (verbose)
```

```
        printf("\n");
        break;
    case 3:
        /* kebawah */
        for (int i = 0; i < (*b).sizeRow; i++) {
            for (int j =0; j < (*b).sizeCol; j++)
                if (i >= fromRow && i < fromRow + size && j
==fromCol){
                    if (verbose) printf("%c ",Board((*b), i, j).c);
                    else Board((*b),i,j).type = type;
                }
                else if (verbose)
                    printf("- ");
            if (verbose)
            printf("\n");
            }
        if (verbose)
        printf("\n");
        break;
    case 4:
        /* ke atas*/
        for (int i = 0; i < (*b).sizeRow; i++) {
            for (int j =0; j < (*b).sizeCol; j++)
                if (i <= fromRow && i > fromRow - size && j
==fromCol){
                    if (verbose) printf("%c ",Board((*b), i, j).c);
                    else Board((*b),i,j).type = type;
                }
                else if (verbose)
                    printf("- ");
            if (verbose)
            printf("\n");
            }
        if (verbose)
        printf("\n");
        break;
    case 5:
        /* miring Tenggara (bawah kanan)*/
        for (int i = 0; i < (*b).sizeRow; i++) {
            for (int j =0; j < (*b).sizeCol; j++)
                if (j >= fromCol && j < fromCol + size && i ==
fromRow - fromCol + j ){
                    if (verbose) printf("%c ",Board((*b), i, j).c);
                    else Board((*b),i,j).type = type;
                }
                else if (verbose)
                    printf("- ");
            if (verbose)
```

```
            printf("\n");
            }
        if (verbose)
        printf("\n");
        break;
    case 6:
        /* miring Barat daya (bawah kiri)*/
        for (int i = 0; i < (*b).sizeRow; i++) {
            for (int j =0; j < (*b).sizeCol; j++)
                if (j <= fromCol && j > fromCol - size && i ==
fromRow + fromCol - j ){
                    if (verbose) printf("%c ",Board((*b), i, j).c);
                    else Board((*b),i,j).type = type;
                }
                else if (verbose)
                    printf("- ");
            if (verbose)
            printf("\n");
            }
        if (verbose)
        printf("\n");
        break;
    case 7:
        /* miring Barat laut (kiri atas)*/
        for (int i = 0; i < (*b).sizeRow; i++) {
            for (int j =0; j < (*b).sizeCol; j++)
                if (j <= fromCol && j > fromCol - size && i ==
fromRow - fromCol + j ){
                    if (verbose) printf("%c ",Board((*b), i, j).c);
                    else Board((*b),i,j).type = type;
                }
                else if (verbose)
                    printf("- ");
            if (verbose)
            printf("\n");
            }
        if (verbose)
        printf("\n");
        break;
    case 8:
        /* miring Timur laut (kanan atas)*/
        for (int i = 0; i < (*b).sizeRow; i++) {
            for (int j =0; j < (*b).sizeCol; j++)
                if (j >= fromCol && j < fromCol + size && i ==
fromRow + fromCol - j ){
                    if (verbose) printf("%c ",Board((*b), i, j).c);
                    else Board((*b),i,j).type = type;
                }
```

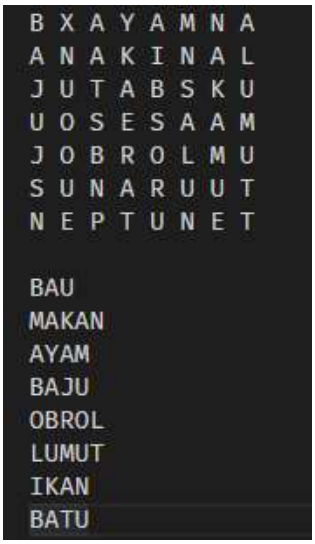
```
                else if (verbose)
                    printf("- ");
            if (verbose)
            printf("\n");
            }
        if (verbose)
            printf("\n");
        break;
    default:
        break;
    }
}

void makeBoard(board * b, FILE * stream){
    char cc = getc(stream);
    int i = 0;
    int j = 0;
    while (cc != EOF){
        if (cc == '\n') break;
        else if (cc == ' ') cc = getc(stream);
        Board(*b, i, j).c = cc;
        j++;
        cc = getc(stream);
        if (cc == '\n') {
            cc = getc(stream);
            i++;
            b->sizeCol = j;
            j = 0;
        };
    }
    b->sizeRow = i;
}
void makesols(string sols[], FILE * stream){
    char cc = getc(stream);
    int i = 0;
    int j = 0;
    while (cc != EOF){
        while (cc != '\n' && cc != EOF){
            Char(sols[i], j) = cc;
            cc = getc(stream);
            // printf("%c", cc);
            j++;
        }
        sols[i].length = j;
        j = 0;
        printString(sols[i]);
        cc = getc(stream);
        i++;
```

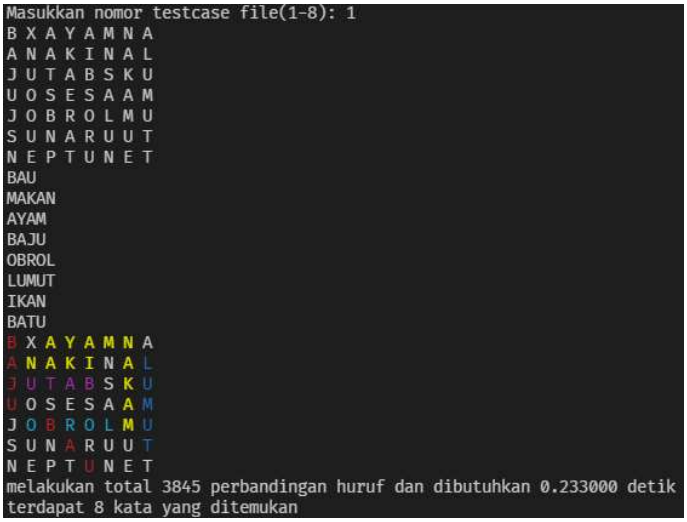
```
    }
    ansCount = i;
}
unsigned int strcmpr(string A, string B){
    if (B.length < A.length) return 0;
    for (int i = 0; i < A.length; i++) {
        testCount++;
        if (Char(A, i) != Char(B, i)) return 0;
    };
    return 1;
}

int solve(board *b, string sols[], unsigned int verbose){
    int count = 0;
    int cType = 1;
    for (int i = 0; i < (*b).sizeRow;i++){
        for (int j = 0; j < (*b).sizeCol; j++){
                for (int k = 0; k < ansCount; k++){
                    if (cType > 6) cType = 1;
                    if (sols[k].length > 1){
                    for (int l = 1; l <= 8; l++) if (strcmpr(sols[k],
takeStringfromBoard((*b), i, j, sols[k].length, l))){
                        count++;
                        if (verbose)
                        printf("\n%d. \n",count);
                        showFoundStr(b, i, j, sols[k].length, l,
cType, verbose);
                        cType++;
                    }
                    }
                    else if (sols[k].length = 1){
                        if (strcmpr(sols[k],
takeStringfromBoard((*b), i, j, sols[k].length, 1)))
                        {
                            count++;
                            if (verbose)
                            printf("\n%d. \n",count);
                            showFoundStr(b, i, j, sols[k].length, 1,
cType, verbose);
                            cType++;
                        }
                    }

                }
        }
    }
    return count;
}
```

```
char castInt(int in){
     switch (in)
    {
    case 0:
        return '0';
    case 1:
        return '1';
    case 2:
        return '2';
    case 3:
        return '3';
    case 4:
        return '4';
    case 5:
        return '5';
    case 6:
        return '6';
    case 7:
        return '7';
    case 8:
        return '8';
    case 9:
        return '9';
    }
}
void showBoard(board b){
    for (int i = 0; i < b.sizeRow; i++){
        for (int j = 0; j< b.sizeCol; j++){
            // printf("%d\n",Board(b,i,j).type);
            switch (Board(b,i,j).type)
            {
            case 1:
                printf(RED);
                break;
            case 2:
                printf(Yellow);
                break;
            case 3:
                printf(Yellow);
                break;
            case 4:
                printf(Blue);
                break;
            case 5:
                printf(Purple);
                break;
            case 6:
                printf(Cyan);
```

```
                break;
            default:
                printf(reset);
                break;
            }
            printf("%c " reset, Board(b, i, j).c);
        }
        printf("\n");
    }
}
int main(){
    int x;
    board b;
    string sols[15];
    printf("Masukkan nomor testcase file(1-8): ");
    scanf("%d",&x);
    fileName[16] = castInt(x);
    FILE *txt = fopen(fileName, "r");
    makeBoard(&b, txt);
    showBoard(b);
    makesols(sols, txt);
    clock_t start,end;
    start = clock();
    int count = solve(&b, sols, 0);
    showBoard(b);
    end = clock();
    printf("melakukan total %d perbandingan huruf dan dibutuhkan %lf
detik \n", testCount,(double)(end-start)/CLOCKS_PER_SEC);
    printf("terdapat %d kata yang ditemukan\n", count);
    fclose(txt);
}
```

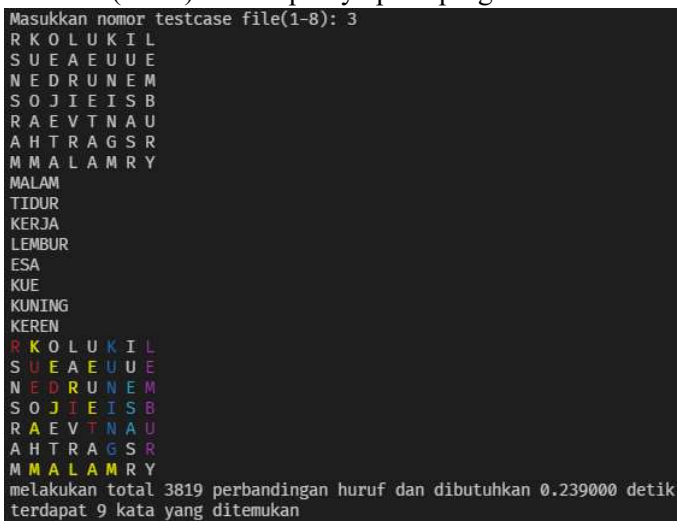
3. Skrinshut *input* dan *output*



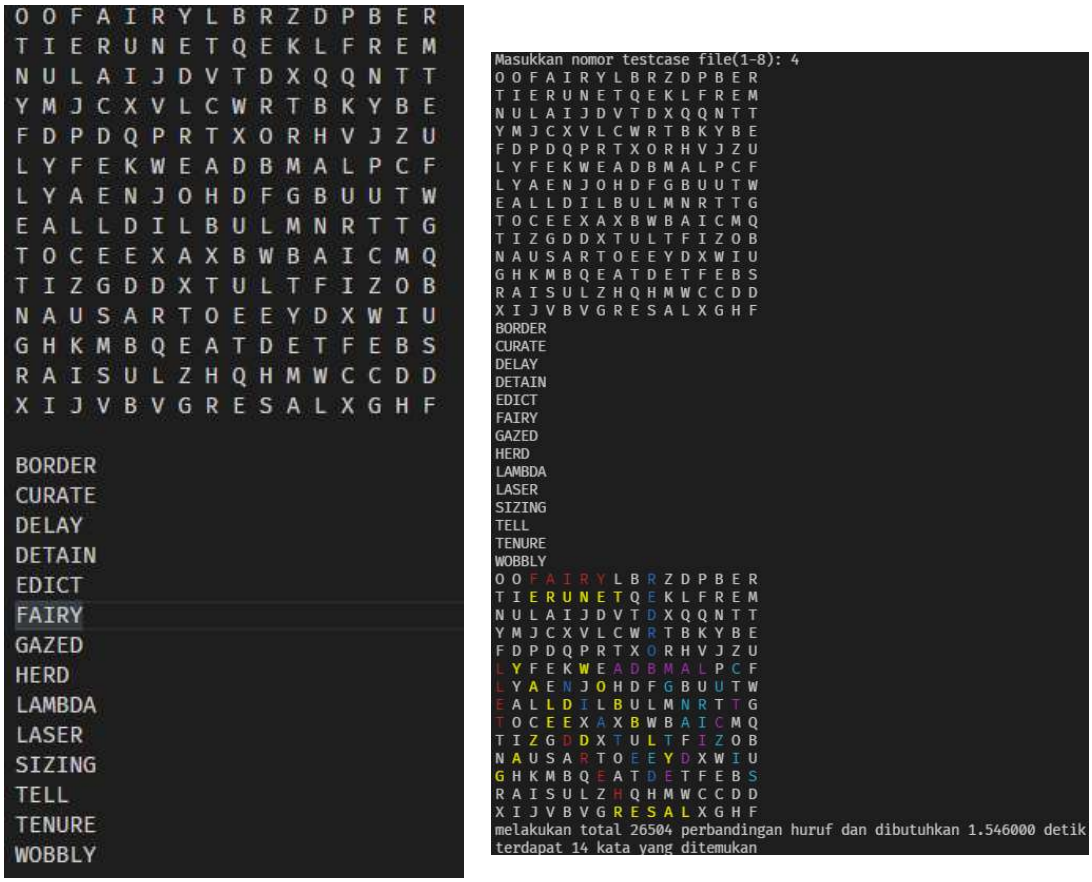


Gambar 3.1 testcase1 (small) dan outputnya pada program

Gambar 3.2 testcase2 (small) dan outputnya pada program

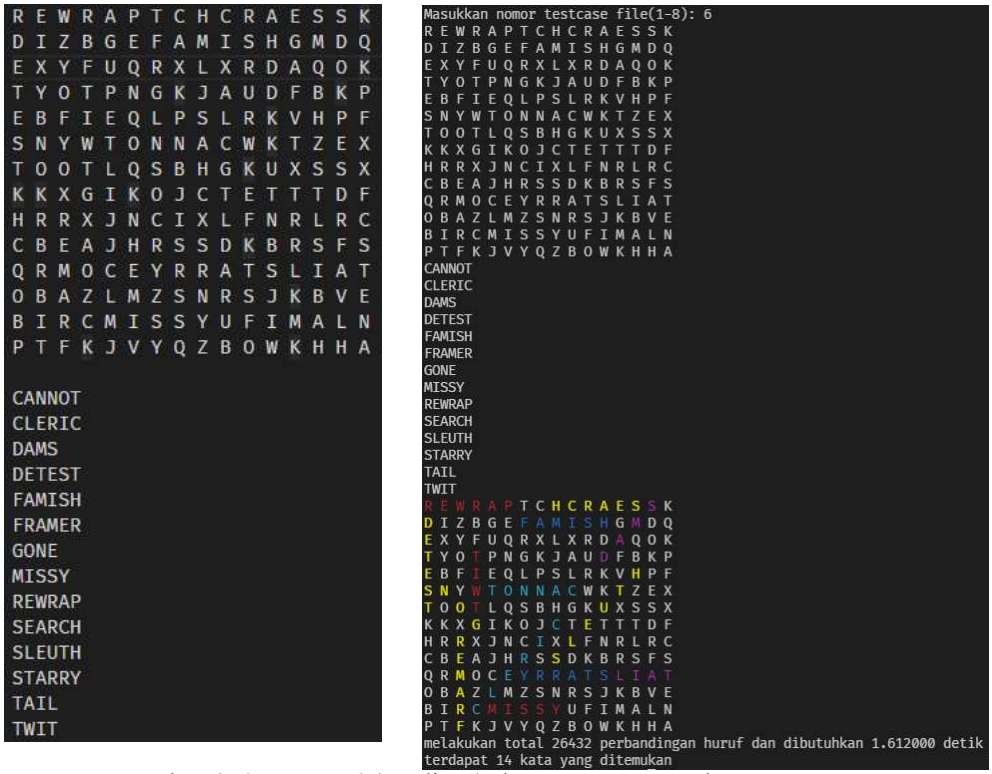


Gambar 3.3 testcase3 (small) dan outputnya pada program



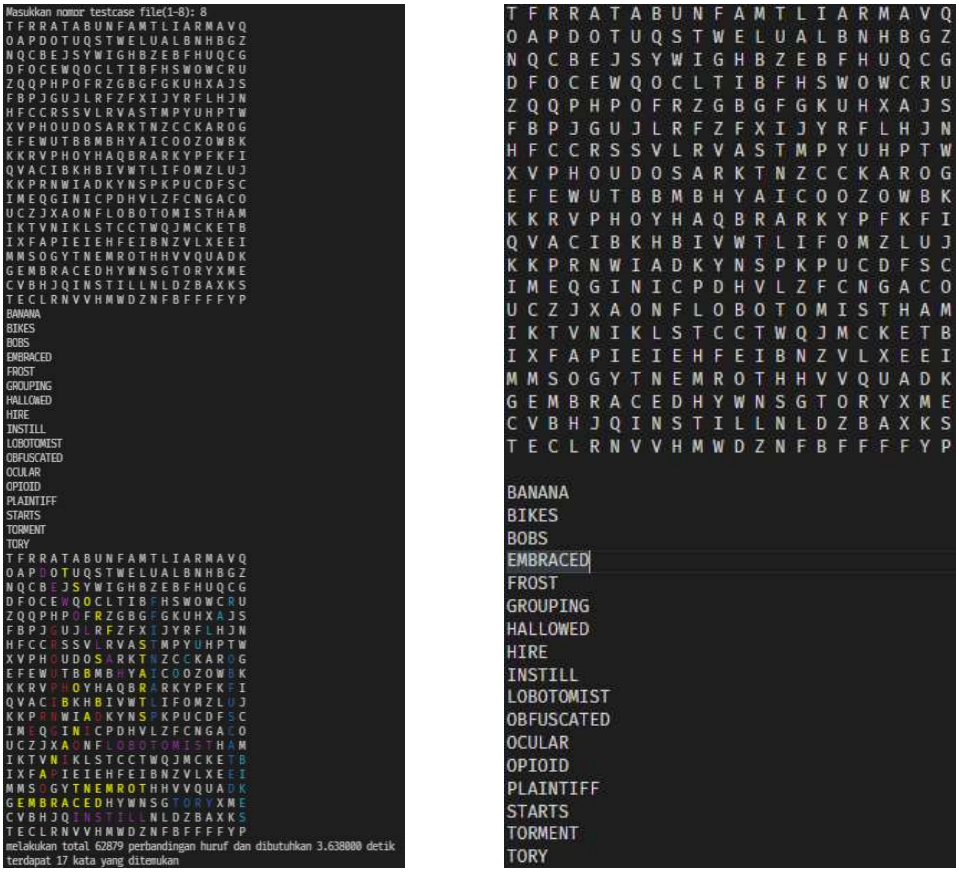
Gambar 3.4 testcase4 (medium) dan outputnya pada program

Gambar 3.5 testcase5 (medium) dan outputnya pada program



Gambar 3.6 testcase6 (medium) dan outputnya pada program

Gambar 3.7 testcase7 (Large) dan outputnya pada program



Gambar 3.8 testcase8 (Large) dan outputnya pada program

4. Alamat drive

Link repository : https://github.com/fadilfauzani/Tucil1-IF2211

Poin	Ya	Tidak
1. Program berhasil dikompilasi tanpa kesalahan (no syntax error)	√	
2. Program berhasil *running*	√	
3. Program dapat membaca file masukkan dan menuliskan luaran.	√	
4. Program berhasil menemukan semua kata di dalam puzzle	√	