



DESCRIPTION

This algorithm generates $n!$ States for n operands and `permute()` method generates all permutations of operands.

Query variable equals input which is typed into by user.

Only_Operands value used to determine which priority the equation's character will be zero.

Variable `pointOfWiev`'s initial value is zero. This variable stores numbers of how many tries till calculated query equals zero.

Reset variable is temporary variable of query.

`Make_zero_one` method is makes 0 of k . Character in query string and makes all characters 1 remainder of query string.

`Calculate` method calculates 'AND' and 'OR' logical operation and return false if result 0, return true if result 1.

We calculate all priority states of equation's permutations (for ABC, algorithm makes $A = 0$ $B = 1$, $C = 1$ and calculate equation for this values.

IF result isn't equals zero, algorithm increase `pointOfWiev` and tries again. (This time, algorithm makes $A=0$, $B=0$, $C=1$)

-> So it continues until the result is 0.

IF result == 0 , algorithm change state. (for example if ABC result == 0 algorithm pass the next state => ACB,)

This operation continues until all permutations will end, AFTER all of this calculations saved into array 'signature[]'