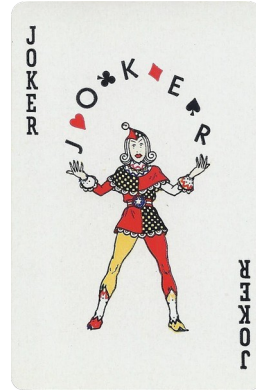# Exercise on KMP
The Joker Symbol

Let us consider the question mark character **?** (ASCII symbol 63) as *the joker symbol.*

Modify KMP algorithm

So that,
- patterns with the joker symbol are possible, e.g., "?E"

- When searching for patterns in a text, the joker symbol can match with any character.

For example: pattern "?E" occurs three times in text "BETHECHANGE"

- You can assume the joker symbol won't appear in the input text.