

## Design and Analysis of Algorithms – 20ISL57A

### Program 12 - Implement and compare Simple string matching and KMP string matching algorithm.

```
#include<stdio.h>
#include<stdlib.h>
#include<time.h>
#include<string.h>
int lps[100];
void computeLPSArray(char pattern[])
{
    int len=0, i=1, m, n;
    lps[0] = 0;
    m= strlen(pattern);
    while(i< m)
    {
        if(pattern[i] == pattern[len])
        {
            len++;
            lps[i] = len;
            i++;
        }
        else
        {
            if(len != 0 )
                len = lps[len-1];
            else
            {
                lps[i] = 0;
                i++;
            }
        }
    }
}
void kmp(char text[],char pattern[])
{
    int j=0,i=0,m,n;
```

```

m= strlen(pattern);
n = strlen(text);
computeLPSArray(pattern);
while(i< n)
{
    if(pattern[j] == text[i])
    {
        j++;
        i++;
    }
    if (j == m)
    {
        printf("Using KMP pattern found at index %d \n", i-j);
        j = lps[j-1];
    }
    else if(pattern[j] != text[i])
    {
        if(j != 0)
            j = lps[j-1];
        else
            i = i+1;
    }
}
}

void bruteforce(char text[],char pattern[])
{
    int i,j,k,m,n,flag=1;
    n=strlen(text);
    m=strlen(pattern);
    for(i=0;i<=n-m;i++)
    {
        j=0;
        while(j<m && pattern[j]==text[j+i])
        {
            j++;
            if(j==m)
            {

```

```

        flag=1;
        k=i;
    }
    else
        flag=0;
}

}

if (flag==1)
    printf("Using Bruteforce pattern found at index %d\n",k);
else
    printf("Using Bruteforce: No Match found");
}

int main()
{
    char text[50],pattern[50];
    clock_t st1,st2,end1,end2;
    printf("Enter the text\n");
    gets(text);
    printf("Enter the pattern\n");
    gets(pattern);
    st1=clock();
    bruteforce(text,pattern);
    end1=clock();
    printf("Time required for bruteforce match %f\n",(float)(end1-st1)/CLOCKS_PER_SEC);
    st2=clock();
    kmp(text,pattern);
    end2=clock();
    printf("Time required for kmp match %f\n",(float)(end2-st2)/CLOCKS_PER_SEC);
}

```