

Tugas Kecil 1 IF2211 Strategi Algoritma



Penyelesaian Word Search Puzzle dengan Algoritma Brute Force

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A. Algoritma *Brute Force*

Brute force adalah sebuah pendekatan yang lempang (*straightforward*) untuk menyelesaikan suatu masalah berdasarkan pernyataan masalah dan definisi konsep yang dilibatkan. Algoritma *brute force* memecahkan masalah dengan sangat sederhana, langsung, dan dengan cara yang jelas (*obvious way*).

Word search puzzle adalah permainan kata dimana pemain harus menemukan beberapa kata tersembunyi dalam kumpulan huruf acak. Kumpulan huruf tersebut biasa diletakkan pada “papan” berbentuk segi empat atau dapat disebut juga matriks huruf. *Word search puzzle* dapat diselesaikan dengan berbagai macam strategi algoritma, salah satunya yakni *brute force*.

Langkah-langkah yang dilakukan dalam menyelesaikan persoalan *word search puzzle* dengan memanfaatkan strategi algoritma *brute force* adalah sebagai berikut.

1. Buat sebuah matriks yang masing-masing elemen mengandung satu buah karakter yang menyimpan puzzle dari file *input*. Kemudian, buat sebuah *queue* yang terdiri dari list seluruh kata dari file *input* yang akan dicari nantinya pada permainan *word search puzzle*.
2. Mulai pencarian karakter pertama dari kata pertama pada *queue* pertama dengan mencocokkannya dengan karakter pada setiap elemen matriks. Hal tersebut akan dilakukan dengan memulai pada posisi pojok kiri atas dari matriks dan akan diasumsikan posisi awal tersebut sebagai koordinat (0,0). Apabila pada posisi tertentu tidak ditemukan kecocokan, maka dilakukan pencocokan selanjutnya pada baris kolom berikutnya. Apabila telah berada pada kolom terakhir, maka pencocokan selanjutnya dimulai dari baris berikutnya dan kolom pertama. Hal ini akan dilakukan seterusnya hingga ditemukan kecocokan atau proses pencocokan telah berakhir pada pojok kanan bawah.

A	B	C	D	E	F	G	H
I	J	K	L	M	N	O	P
Q	R	S	T	U	V	W	X
Y	Z	A	B	C	D	E	F
G	H	I	J	K	L	M	N

Gambar 1. Pencarian kata dimulai dari koordinat (0,0)

3. Jika kecocokan berhasil ditemukan, pencocokan akan lanjut ke arah yang telah ditentukan, yakni dengan melakukan pencocokan pada 8 arah yang mungkin, yaitu ke atas, serong kanan

atas, kanan, serong kanan bawah, bawah, serong kiri bawah, kiri, dan serong kiri atas.

4. Jika kecocokan berikutnya tidak berhasil ditemukan, ada dua kasus yang akan terjadi:
 - a. Pertama, saat semua arah belum dicoba, maka pencarian akan berganti pada arah yang belum dicoba sebelumnya. Setelah itu, pencarian dilanjutkan.
 - b. Kedua, saat semua arah telah dicoba, maka akan dilanjutkan ke elemen selanjutnya pada matriks puzzle sebagaimana yang telah dijelaskan pada poin kedua.

A B C D E F G H	A B C D E F G H
I J K L M N O P	I J K L M N O P
Q R S T U V W X	Q R S T U V W X
Y Z A B C D E F	Y Z A B C D E F
G H I J K L M N	G H I J K L M N

→

Gambar 2. Contoh pencarian kata “BKT” ketika karakter pertama pada kata tersebut tidak sama dengan karakter pada elemen tertentu sehingga pencarian dilanjutkan pada elemen berikutnya

A B C D E F G H	A B C D E F G H	A B C D E F G H
I J K L M N O P	I J K L M N O P	I J K L M N O P
Q R S T U V W X	Q R S T U V W X	Q R S T U V W X
Y Z A B C D E F	Y Z A B C D E F	Y Z A B C D E F
G H I J K L M N	G H I J K L M N	G H I J K L M N

→ → →

Gambar 3. Contoh pencarian kata “BKT” yang mencoba semua arah kemudian menemukan arah yang tepat hingga membentuk kata “BKT”

5. Jika ditemukan kecocokan kata, artinya semua karakter sudah cocok dengan kata yang dicari dengan arah tertentu, maka akan dikeluarkan *output* berupa kata yang telah ditemukan sesuai dengan posisi pada masing-masing karakter dari kata tersebut yang terletak pada *puzzle*.

B. Source Program

Dalam menyelesaikan persoalan *word search puzzle* dengan memanfaatkan strategi algoritma *brute force*, penulis membuat program dalam bahasa C dengan memanfaatkan beberapa ADT yang telah dipelajari pada mata kuliah IF2110.

1. charmachine.h dan charmachine.c

```
C charmachine.h X
src > header > C charmachine.h > ...
1  #ifndef CHAR_ENGINE_H
2  #define CHAR_ENGINE_H
3
4  #include "boolean.h"
5
6  #define MARK '.'
7  /* Char Engine State */
8  extern char currentChar;
9  extern boolean eot;
10
11 void startWithFile(FILE* f);
12 /* Mesin siap dioperasikan. Pita yang berasal dari sebuah file .txt disiapkan untuk dibaca.
13    Karakter pertama yang ada pada pita posisinya adalah pada jendela.
14    I.S. : sembarang
15    F.S. : currentChar adalah karakter pertama pada pita
16          Jika currentChar != MARK maka EOP akan padam (false)
17          Jika currentChar = MARK maka EOP akan menyala (true) */
18
19 void adv();
20 /* Pita dimajukan satu karakter.
21    I.S. : Karakter pada jendela = currentChar, currentChar != MARK
22    F.S. : currentChar adalah karakter berikutnya dari currentChar yang lama,
23          currentChar mungkin = MARK
24          Jika currentChar = MARK maka EOP akan menyala (true) */
25
26 #endif
```

```
C charmachine.c X
src > driver > C charmachine.c > [0] currentChar
1  #include "..\header\charmachine.h"
2
3  char currentChar;
4  boolean eot;
5
6  static FILE * tape;
7  static int retval;
8
9  void startWithFile(FILE* f) {
10     tape = f;
11     adv();
12 }
13
14 void adv() {
15     retval = fscanf(tape,"%c",&currentChar);
16     eot = (currentChar == MARK);
17     if (eot) {
18         fclose(tape);
19     }
20 }
```

2. wordmachine.h dan wordmachine.c

```
C wordmachine.h X
src > header > C wordmachine.h > ...
1  /* File: wordmachine.h */
2  /* Definisi Word Engine */
3
4  #ifndef WORD_ENGINE_H
5  #define WORD_ENGINE_H
6
7
8  #include "boolean.h"
9  #include "charmachine.h"
10
11 #define CAPACITY 50
12 #define BLANK ' '
13 #define CR '\r' //carriage return
14 #define LF '\n' //line feed
15
16 typedef struct {
17     char contents[CAPACITY]; /* container penyimpan kata, indeks yang dipakai [0..CAPACITY-1] */
18     int length;
19 } Word;
20
21 /* Word Engine State */
22 extern Word currentWord;
23
24 void ignoreBlank();
25 /* Mengabaikan satu atau beberapa BLANK
26    I.S. : currentChar sembarang
27    F.S. : currentChar ≠ BLANK */
28
29 void copyWordFromFile();
30 /* Mengakuisisi kata, menyimpan dalam currentWord
31    I.S. : currentChar adalah karakter pertama dari kata
32    F.S. : currentWord berisi kata yang sudah diakuisisi;
33           currentChar = BLANK atau currentChar = MARK atau currentChar = '\n' atau currentChar = '\r'
34           currentChar adalah karakter sesudah karakter terakhir yang diakuisisi.
35           Jika ternyata currentChar tetap berupa karakter terakhir yang diakuisi, pembacaan file telah berakhir.
36           Jika panjang kata melebihi CAPACITY, maka sisa kata terpotong */
37
38 #endif
```

```
C wordmachine.c X
src > driver > C wordmachine.c > copyWordFromFile()
1  #include "..\header\wordmachine.h"
2
3  /* Word Engine State */
4  Word currentWord;
5
6  void ignoreBlank(){
7      while ( (currentChar == BLANK) ){
8          adv();
9      }
10 }
11
12 void copyWordFromFile(){
13     int i = 0;
14     boolean endOfWord;
15     char tempCC,tempCC1,tempCC2,tempCC3,tempCC4,tempCC5;
16
17     endOfWord = false;
18     while ( (currentChar != LF) && (!endOfWord) ) {
19         currentWord.contents[i] = currentChar;
20         tempCC = currentChar; // S udah disimpen
21         adv(); // S below disimpen
22
23         if (tempCC == currentChar) {
24             tempCC1 = currentChar;
25             adv();
26             if (tempCC == currentChar){ // W
27                 tempCC2 = currentChar;
28                 adv();
29                 if (tempCC == currentChar){
30                     tempCC3 = currentChar;
31                     adv();
32                     if (tempCC == currentChar){
33                         tempCC4 = currentChar;
34                         adv();
35                         if (tempCC == currentChar){
36                             tempCC5 = currentChar;
37                             adv();
38                             if ( tempCC == currentChar ){
39                                 endOfWord = true;
40                             } else {
41                                 i = i + 5;
42                                 currentWord.contents[i-4] = tempCC1;
43                                 currentWord.contents[i-3] = tempCC2;
44                                 currentWord.contents[i-2] = tempCC3;
45                                 currentWord.contents[i-1] = tempCC4;
46                                 currentWord.contents[i] = tempCC5;
47                             }
48                         } else {
49                             i = i + 4;
50                             currentWord.contents[i-3] = tempCC1;
51                             currentWord.contents[i-2] = tempCC2;
```

```

C wordmachine.c x
src > driver > C wordmachine.c > copyWordFromFile()
26     if (tempCC == currentChar){ // W
27         tempCC2 = currentChar;
28         adv();
29         if (tempCC == currentChar){
30             tempCC3 = currentChar;
31             adv();
32             if (tempCC == currentChar){
33                 tempCC4 = currentChar;
34                 adv();
35                 if (tempCC == currentChar){
36                     tempCC5 = currentChar;
37                     adv();
38                     if (tempCC == currentChar){
39                         endOfWord = true;
40                     } else {
41                         i = i + 5;
42                         currentWord.contents[i-4] = tempCC1;
43                         currentWord.contents[i-3] = tempCC2;
44                         currentWord.contents[i-2] = tempCC3;
45                         currentWord.contents[i-1] = tempCC4;
46                         currentWord.contents[i] = tempCC5;
47                     }
48                 } else {
49                     i = i + 4;
50                     currentWord.contents[i-3] = tempCC1;
51                     currentWord.contents[i-2] = tempCC2;
52                     currentWord.contents[i-1] = tempCC3;
53                     currentWord.contents[i] = tempCC4;
54                 }
55             } else {
56                 i = i + 3;
57                 currentWord.contents[i-2] = tempCC1;
58                 currentWord.contents[i-1] = tempCC2;
59                 currentWord.contents[i] = tempCC3;
60             }
61         } else {
62             i = i + 2;
63             currentWord.contents[i-1] = tempCC1;
64             currentWord.contents[i] = tempCC2;
65         }
66     } else {
67         i = i + 1;
68         currentWord.contents[i] = tempCC1;
69     }
70 }
71 i++;
72 }
73 currentWord.length = i;
74 }

```

3. matrix.h dan matrix.c

```

C matrix.h x
src > header > C matrix.h > ...
1  /* ***** Definisi TYPE Matrix dengan Index dan elemen integer ***** */
2
3  #ifndef Matrix_H
4  #define Matrix_H
5
6  #include "boolean.h"
7
8  /* Ukuran minimum dan maksimum baris dan kolom */
9  #define ROW_CAP 50
10 #define COL_CAP 50
11
12 typedef int Index; /* Index baris, kolom */
13 typedef char ElType;
14 typedef struct
15 {
16     ElType contents[ROW_CAP][COL_CAP];
17     int rowEff; /* banyaknya/ukuran baris yg terdefinisi */
18     int colEff; /* banyaknya/ukuran kolom yg terdefinisi */
19 } Matrix;
20 /* rowEff >= 1 dan colEff >= 1 */
21 /* Indeks matriks yang digunakan: [0..ROW_CAP-1][0..COL_CAP-1] */
22 /* Memori matriks yang dipakai selalu di "ujung kiri atas" */
23
24 /* ***** DEFINISI PROTOTYPE PRIMITIF ***** */
25 /* *** Konstruktor membentuk Matrix *** */
26 void CreateMatrix(int nRow, int nCol, Matrix *m);
27 /* Membentuk sebuah Matrix "kosong" yang siap diisi berukuran nRow x nCol di "ujung kiri" memori */
28 /* I.S. nRow dan nCol adalah valid untuk memori matriks yang dibuat */
29 /* F.S. Matriks m sesuai dengan definisi di atas terbentuk */
30
31 /* *** Selektor *** */
32 #define ROWS(M) (M).rowEff
33 #define COLS(M) (M).colEff
34 #define ELMT(M, i, j) (M).contents[(i)][(j)]
35

```

```

35
36  /* *** Selektor: Untuk sebuah matriks m yang terdefinisi: *** */
37  Index getLastIdxRow(Matrix m);
38  /* Mengirimkan Index baris terbesar m */
39  Index getLastIdxCol(Matrix m);
40  /* Mengirimkan Index kolom terbesar m */
41  boolean isIdxEff(Matrix m, Index i, Index j);
42  /* Mengirimkan true jika i, j adalah Index efektif bagi m */
43
44  void displayMatrix(Matrix m);
45  /* I.S. m terdefinisi */
46  /* F.S. Nilai m(i,j) ditulis ke layar per baris per kolom, masing-masing elemen per baris
47  | dipisahkan sebuah spasi */
48  /* Proses: Menulis nilai setiap elemen m ke layar dengan traversal per baris dan per kolom */
49  /* Contoh: Menulis matriks 3x3 (ingat di akhir tiap baris, tidak ada spasi)
50  1 2 3
51  4 5 6
52  8 9 10
53  */
54
55  #endif

```

C matrix.c ×

```

src > driver > C matrix.c > CreateMatrix(int, int, Matrix *)
1  #include "..\header\matrix.h"
2
3  void CreateMatrix(int nRow, int nCol, Matrix *m){
4      ROWS(*m) = nRow;
5      COLS(*m) = nCol;
6
7      for (int i = 0 ; i < ROWS(*m) ; i++){
8          for ( int j = 0 ; j < COLS(*m) ; j++){
9              ELMT(*m,i,j) = '-';
10         }
11     }
12 }
13
14 Index getLastIdxRow(Matrix m){
15     return(ROWS(m)-1);
16 }
17
18 Index getLastIdxCol(Matrix m){
19     return(COLS(m)-1);
20 }
21
22 boolean isIdxEff(Matrix m, Index i, Index j){
23     return( (0 <= i && i <= getLastIdxRow(m)) && (0 <= j && j <= getLastIdxCol(m) ) );
24 }
25
26 void displayMatrix(Matrix m){
27     for (int i = 0 ; i <= getLastIdxRow(m) ; i++){
28         for (int j = 0 ; j <= getLastIdxCol(m) ; j++){
29             printf("%c", ELMT(m,i,j));
30
31             if (j == getLastIdxCol(m)){
32                 printf("\n");
33             } else {
34                 printf(" ");
35             }
36         }
37     }
38 }

```

4. listpos.h dan listpos.c

```
C listpos.h X
src > header > C listpos.h > ...
1  /* MODUL LIST INTEGER DENGAN ELEMEN POSITIF */
2  /* Berisi definisi dan semua primitif pemrosesan list integer dengan elemen positif */
3  /* Penempatan elemen selalu rapat kiri */
4  /* Banyaknya elemen didefinisikan secara implisit, memori array statik */
5
6  #ifndef LISTPOS_H
7  #define LISTPOS_H
8
9  #include "boolean.h"
10
11 /* Kamus Umum */
12 #define CAPACITY_LIST 50
13 /* Kapasitas penyimpanan */
14 #define IDX_UNDEF_LIST -1
15 /* Indeks tak terdefinisi*/
16 #define CHAR_UNDEF_LIST '.'
17 /* Nilai elemen tak terdefinisi*/
18
19 /* Definisi elemen dan koleksi objek */
20 typedef char ElType_List; /* type elemen List */
21 typedef struct {
22     ElType_List contents[CAPACITY_LIST]; /* memori tempat penyimpan elemen (container) */
23 } ListPos;
24 /* Indeks yang digunakan [0..CAPACITY_LIST-1] */
25 /* Jika l adalah ListPos, cara deklarasi dan akses: */
26 /* Deklarasi : l : ListPos */
27 /* Maka cara akses:
28     ELMT_LIST(l,i) untuk mengakses elemen ke-i */
29 /* Definisi :
30     List kosong: semua elemen bernilai VAL_UNDEF
31     Definisi elemen pertama: ELMT_LIST(l,i) dengan i=0 */
32
33 /* ***** SELEKTOR ***** */
34 #define ELMT_LIST(l, i) (l).contents[(i)]
35
36 /* ***** KONSTRUKTOR ***** */
37 /* Konstruktor : create List kosong */
38 void CreateListPos(ListPos *l);
39 /* I.S. l sembarang */
40 /* F.S. Terbentuk List l kosong dengan kapasitas CAPACITY_LIST */
41 /* Proses: Inisialisasi semua elemen List l dengan VAL_UNDEF */
42
43 /* ***** SELEKTOR (TAMBAHAN) ***** */
44 /* *** Banyaknya elemen *** */
45 int lengthList(ListPos l);
46 /* Mengirimkan banyaknya elemen efektif List */
47 /* Mengirimkan nol jika List kosong */
48
```



```

C listpos.h X
src > header > C listpos.h > ...
48
49 void displayList(ListPos l);
50 /* Proses : Menuliskan isi List dengan traversal, List ditulis di antara kurung
51    siku; antara dua elemen dipisahkan dengan separator "koma", tanpa tambahan
52    karakter di depan, di tengah, atau di belakang, termasuk spasi dan enter */
53 /* I.S. l boleh kosong */
54 /* F.S. Jika l tidak kosong: [e1,e2,...,en] */
55 /* Contoh : jika ada tiga elemen bernilai 1, 20, 30 akan dicetak: [1,20,30] */
56 /* Jika List kosong : menulis [] */
57
58 #endif

```

```

C listpos.c X
src > driver > C listpos.c > ...
1  #include "..\header\listpos.h"
2
3  void CreatelistPos(ListPos *l){
4      for (int i = 0 ; i < CAPACITY_LIST ; i++){
5          ELMT_LIST(*l,i) = CHAR_UNDEF_LIST;
6      }
7  }
8
9  int lengthList(ListPos l){
10     int i = 0;
11     while ( i < CAPACITY_LIST && ELMT_LIST(l,i) != CHAR_UNDEF_LIST ){
12         i++;
13     }
14     return(i);
15 }
16
17 void displayList(ListPos l){
18     for (int i = 0 ; i < lengthList(l) ; i++){
19         printf("%c", ELMT_LIST(l,i));
20     }
21 }

```

5. queue.h dan queue.c

```

C queue.h X
src > header > C queue.h > ...
1  /* File : queue.h */
2  /* Definisi ADT Queue dengan representasi array secara eksplisit dan alokasi statik */
3
4  #ifndef QUEUE_H
5  #define QUEUE_H
6
7  #include "boolean.h"
8  #include "listpos.h"
9
10 #define IDX_UNDEF -1
11 #define CAPACITY_QUEUE 50
12
13 /* Definisi elemen dan address */
14 typedef ListPos ElType_Queue;
15 typedef struct {
16     ElType_Queue bufferQueue[CAPACITY_QUEUE];
17     int idxHead;
18     int idxTail;
19 } Queue;
20
21
22 /* ***** AKSES (Selektor) ***** */
23 /* Jika q adalah Queue, maka akses elemen : */
24 #define IDX_HEAD(q) (q).idxHead
25 #define IDX_TAIL(q) (q).idxTail
26 #define HEAD(q) (q).bufferQueue[(q).idxHead]
27 #define TAIL(q) (q).bufferQueue[(q).idxTail]
28

```

```

C queue.h X
src > header > C queue.h > ...
28
29  /* *** Kreator *** */
30  void CreateQueue(Queue *q);
31  /* I.S. sembarang */
32  /* F.S. Sebuah q kosong terbentuk dengan kondisi sbb: */
33  /* - Index head bernilai IDX_UNDEF */
34  /* - Index tail bernilai IDX_UNDEF */
35  /* Proses : Melakukan alokasi, membuat sebuah q kosong */
36
37  /* ***** Prototype ***** */
38  boolean isEmptyQueue(Queue q);
39  /* Mengirim true jika q kosong: lihat definisi di atas */
40  int lengthQueue(Queue q);
41  /* Mengirimkan banyaknya elemen queue. Mengirimkan 0 jika q kosong. */
42
43  /* *** Primitif Add/Delete *** */
44  void enqueue(Queue *q, ElType_Queue val);
45  /* Proses: Menambahkan val pada q dengan aturan FIFO */
46  /* I.S. q mungkin kosong, tabel penampung elemen q TIDAK penuh */
47  /* F.S. val menjadi TAIL yang baru, IDX_TAIL "mundur".
48     Jika q penuh semu, maka perlu dilakukan aksi penggeseran "maju" elemen-elemen q
49     menjadi rata kiri untuk membuat ruang kosong bagi TAIL baru */
50
51  void dequeue(Queue *q, ElType_Queue *val);
52  /* Proses: Menghapus val pada q dengan aturan FIFO */
53  /* I.S. q tidak mungkin kosong */
54  /* F.S. val = nilai elemen HEAD pd I.S., HEAD dan IDX_HEAD "mundur";
55     q mungkin kosong */
56  #endif

```

```

C queue.c X
src > driver > C queue.c > ...
1  #include "..\header\queue.h"
2
3  void CreateQueue(Queue *q){
4      IDX_HEAD(*q) = IDX_UNDEF;
5      IDX_TAIL(*q) = IDX_UNDEF;
6  }
7
8  boolean isEmptyQueue(Queue q){
9      return( IDX_TAIL(q) == IDX_UNDEF && IDX_HEAD(q) == IDX_UNDEF );
10 }
11
12 int lengthQueue(Queue q){
13     if ( isEmptyQueue(q) ){
14         return(0);
15     } else {
16         return ( IDX_TAIL(q) - IDX_HEAD(q) + 1);
17     }
18 }
19
20 void enqueue(Queue *q, ElType_Queue val){
21     if ( isEmptyQueue(*q) ){
22         IDX_HEAD(*q) = 0;
23         IDX_TAIL(*q) = 0;
24         TAIL(*q) = val;
25     } else {
26         if ( IDX_TAIL(*q) == CAPACITY_QUEUE - 1 ) {
27             for ( int i = IDX_HEAD(*q) ; i <= IDX_TAIL(*q) ; i++ ){
28                 q->bufferQueue[i - IDX_HEAD(*q)] = q->bufferQueue[i];
29             }
30             IDX_HEAD(*q) = 0;
31             IDX_TAIL(*q) = IDX_TAIL(*q) - IDX_HEAD(*q);
32         }
33         int i = IDX_TAIL(*q);
34         q->bufferQueue[i+1] = val;
35         IDX_TAIL(*q) = IDX_TAIL(*q) + 1;
36     }
37 }
38
39 void dequeue(Queue *q, ElType_Queue *val){
40     *val = HEAD(*q);
41     if ( IDX_HEAD(*q) == IDX_TAIL(*q) ){
42         IDX_HEAD(*q) = IDX_UNDEF;
43         IDX_TAIL(*q) = IDX_UNDEF;
44     } else {
45         IDX_HEAD(*q)++;
46     }
47 }

```

6. main.c

```
C main.c X
src > driver > C main.c > main()
1  #include <stdio.h>
2  #include <string.h>
3  #include <stdlib.h>
4  #include <time.h>
5  #include "charmachine.c"
6  #include "wordmachine.c"
7  #include "matrix.c"
8  #include "listpos.c"
9  #include "queue.c"
10
11 int menu(){
12     char inputMenu;
13
14     printf("===== MENU =====\n");
15     printf("1. Play World Search Puzzle\n");
16     printf("2. Quit Game\n");
17     printf("What do you want?\n");
18     printf("Input example: 1\n>> ");
19     scanf("%i\n",&inputMenu);
20
21     return(inputMenu);
22 }
23
24 int getCol(Matrix *m){
25     int i = 1;
26     ELMT(*m,0,i-1) = currentChar;
27     adv();
28
29     while ( currentChar != LF ){
30         adv();
31         i++;
32         m->colEff++;
33         ELMT(*m,0,i-1) = currentChar;
34         adv();
35     }
36     return(i);
37 }
38
39 int getRow(int Col, Matrix *m){
40     int j = 1;
41     adv();
42     while ( currentChar != LF ){
43         for ( int i = 0 ; i < Col ; i++){
44             ELMT(*m,j,i) = currentChar;
45             adv();
46             adv();
47         }
48         j++;
49         m->rowEff++;
50     }
51     return(j);
```

```

C main.c X
src > driver > C main.c > main()
51     return(j);
52 }
53
54 Matrix makeMatrixPuzzle() {
55     boolean isFileFound = false;
56     char filePath[] = "../test/";
57     char inputFileName[100];
58     int row, col;
59     Matrix matPuzzle;
60     FILE *f;
61
62     // check file valid
63     do {
64         char filePath[] = "../test/";
65         printf("Enter the file name without typing the extension (make sure the file is in the test folder and has a .txt extension)\n");
66         printf("Example : test1 \n>> ");
67         scanf("%s", inputFileName);
68         strcat(filePath, inputFileName);
69         strcat(filePath, ".txt");
70         f = fopen(filePath, "r");
71     } while ( f == NULL );
72     startWithFile(f);
73
74     // make matrix
75     CreateMatrix(1, 1, &matPuzzle);
76     col = getCol(&matPuzzle);
77     row = getRow(col, &matPuzzle);
78
79     return ( matPuzzle );
80 }
81
82 Queue makeWord() {
83     boolean isEndOfFile = false;
84     char temp;
85     ListPos oneWord;
86     Queue q;
87
88     CreateQueue(&q);
89
90     while( !isEndOfFile ) {
91         copyWordFromFile();
92
93         CreateListPos(&oneWord);
94
95         for ( int i = 0 ; i < currentWord.length ; i++ ){
96             ELMT_LIST(oneWord, i) = currentWord.contents[i];
97         }
98
99         enqueue(&q, oneWord);
100
101         temp = currentChar;

```

```

C main.c x
src > driver > C main.c > main()

101     temp = currentChar;
102     adv();
103     if ( temp == currentChar ) {
104         isEndOfFile = true;
105     }
106 }
107
108     return(q);
109 }
110
111 int checkNorth(int row, int col, Matrix m, ListPos list){
112     int i = 1;
113     int z = 0;
114     boolean isWord = true;
115     Matrix showWord;
116
117     CreateMatrix( ROWS(m), COLS(m), &showWord) ;
118     ELMT(showWord,row,col) = ELMT_LIST(list,0);
119
120     while ( i < lengthList(list) && isWord ){
121         if ( ELMT(m,row - i,col) == ELMT_LIST(list,i) && isIdxEff(m,row - i,col) ){
122             ELMT(showWord,row - i ,col) = ELMT_LIST(list,i);
123             z++;
124             i++;
125         } else {
126             z++;
127             isWord = false;
128         }
129     }
130     if ( isWord ){
131         printf("Found the word ");
132         displayList(list);
133         printf("\n");
134         displayMatrix(showWord);
135     }
136     return(z);
137 }
138
139 int checkNorthEast(int row, int col, Matrix m, ListPos list){
140     int i = 1;
141     int z = 0;
142     boolean isWord = true;
143     Matrix showWord;
144
145     CreateMatrix( ROWS(m), COLS(m), &showWord) ;
146     ELMT(showWord,row,col) = ELMT_LIST(list,0);
147
148     while ( i < lengthList(list) && isWord ){
149         if ( ELMT(m,row - i,col + i) == ELMT_LIST(list,i && isIdxEff(m,row - i,col + i)) ){
150             ELMT(showWord,row - i,col + i) = ELMT_LIST(list,i);
151             z++;

```

```

C main.c x
src > driver > C main.c > main()
151         z++;
152         i++;
153     } else {
154         z++;
155         isWord = false;
156     }
157 }
158 if ( isWord ){
159     printf("Found the word ");
160     displayList(list);
161     printf("\n");
162     displayMatrix(showWord);
163 }
164 return(z);
165 }
166
167 int checkEast(int row, int col, Matrix m, ListPos list){
168     int i = 1;
169     int z = 0;
170     boolean isWord = true;
171     Matrix showWord;
172
173     CreateMatrix( ROWS(m), COLS(m), &showWord) ;
174     ELMT(showWord,row,col) = ELMT_LIST(list,0);
175
176     while ( i < lengthList(list) && isWord ){
177         if ( ELMT(m,row,col + i) == ELMT_LIST(list,i) && isIdxEff(m,row,col + i) ){
178             ELMT(showWord,row,col + i) = ELMT_LIST(list,i);
179             z++;
180             i++;
181         } else {
182             z++;
183             isWord = false;
184         }
185     }
186     if ( isWord ){
187         printf("Found the word ");
188         displayList(list);
189         printf("\n");
190         displayMatrix(showWord);
191     }
192     return(z);
193 }
194 int checkSouthEast(int row, int col, Matrix m, ListPos list){
195     int i = 1;
196     int z = 0;
197     boolean isWord = true;
198     Matrix showWord;
199
200     CreateMatrix( ROWS(m), COLS(m), &showWord) ;
201     ELMT(showWord,row,col) = ELMT_LIST(list,0);

```

```

C main.c X
src > driver > C main.c > main()
201 ELMT(showWord,row,col) = ELMT_LIST(list,0);
202
203 while ( i < lengthList(list) && isWord ){
204     if ( ELMT(m,row + i,col + i) == ELMT_LIST(list,i) && isIdxEff(m,row + i,col + i) ){
205         ELMT(showWord,row + i,col + i) = ELMT_LIST(list,i);
206         z++;
207         i++;
208     } else {
209         z++;
210         isWord = false;
211     }
212 }
213 if ( isWord ){
214     printf("Found the word ");
215     displayList(list);
216     printf("\n");
217     displayMatrix(showWord);
218 }
219 return(z);
220 }
221 int checkSouth(int row, int col, Matrix m, ListPos list){
222     int i = 1;
223     int z = 0;
224     boolean isWord = true;
225     Matrix showWord;
226
227     CreateMatrix( ROWS(m), COLS(m), &showWord) ;
228     ELMT(showWord,row,col) = ELMT_LIST(list,0);
229
230     while ( i < lengthList(list) && isWord ){
231         if ( ELMT(m,row + i,col) == ELMT_LIST(list,i) && isIdxEff(m,row + i,col) ){
232             ELMT(showWord,row + i,col) = ELMT_LIST(list,i);
233             z++;
234             i++;
235         } else {
236             z++;
237             isWord = false;
238         }
239     }
240     if ( isWord ){
241         printf("Found the word ");
242         displayList(list);
243         printf("\n");
244         displayMatrix(showWord);
245     }
246     return(z);
247 }
248 int checkSouthWest(int row, int col, Matrix m, ListPos list){
249     int i = 1;
250     int z = 0;
251     boolean isWord = true;

```

```

C main.c ×
src > driver > C main.c > main()

251     boolean isWord = true;
252     Matrix showWord;
253
254     CreateMatrix( ROWS(m), COLS(m), &showWord) ;
255     ELMT(showWord,row,col) = ELMT_LIST(list,0);
256
257     while ( i < lengthList(list) && isWord ){
258         if ( ELMT(m,row + i,col - i) == ELMT_LIST(list,i) && isIdxEff(m,row + i,col - i) ){
259             ELMT(showWord,row + i,col - i) = ELMT_LIST(list,i);
260             z++;
261             i++;
262         } else {
263             z++;
264             isWord = false;
265         }
266     }
267     if ( isWord ){
268         printf("Found the word ");
269         displayList(list);
270         printf("\n");
271         displayMatrix(showWord);
272     }
273     return(z);
274 }
275 int checkWest(int row, int col, Matrix m, ListPos list){
276     int i = 1;
277     int z = 0;
278     boolean isWord = true;
279     Matrix showWord;
280
281     CreateMatrix( ROWS(m), COLS(m), &showWord) ;
282     ELMT(showWord,row,col) = ELMT_LIST(list,0);
283
284     while ( i < lengthList(list) && isWord ){
285         if ( ELMT(m,row,col - i) == ELMT_LIST(list,i) && isIdxEff(m,row,col - i) ){
286             ELMT(showWord,row,col - i) = ELMT_LIST(list,i);
287             z++;
288             i++;
289         } else {
290             z++;
291             isWord = false;
292         }
293     }
294     if ( isWord ){
295         printf("Found the word ");
296         displayList(list);
297         printf("\n");
298         displayMatrix(showWord);
299     }
300     return(z);
301 }

```



```

C main.c X
src > driver > C main.c > main()
301 }
302 int checkNorthWest(int row, int col, Matrix m, ListPos list){
303     int i = 1;
304     int z = 0;
305     boolean isWord = true;
306     Matrix showWord;
307
308     CreateMatrix( ROWS(m), COLS(m), &showWord );
309     EUMT(showWord, row, col) = EUMT_LIST(list, 0);
310
311     while ( i < lengthList(list) && isWord ){
312         if ( EUMT(m, row - i, col - i) == EUMT_LIST(list, i) && isIdxEff(m, row - i, col - i) ){
313             EUMT(showWord, row - i, col - i) = EUMT_LIST(list, i);
314             z++;
315             i++;
316         } else {
317             z++;
318             isWord = false;
319         }
320     }
321     if ( isWord ){
322         printf("Found the word ");
323         displayList(list);
324         printf("\n");
325         displayMatrix(showWord);
326     }
327     return(z);
328 }
329
330 int getAnswer(Matrix matPuzzle, ListPos list){
331     int comparison, tempComparisonNorth, tempComparisonNorthEast, tempComparisonEarth, tempComparisonSouthEast, tempComparisonSouth, tempComparisonSouthWest, tempComparisonWest, tempComparisonNorthWest;
332     char temp;
333
334     comparison = 0;
335     temp = EUMT_LIST(list, 0);
336     for ( int i = 0 ; i <= getLastIdxRow(matPuzzle) ; i++ ){
337         for ( int j = 0 ; j <= getLastIdxCol(matPuzzle) ; j++ ){
338             if ( EUMT(matPuzzle, i, j) == temp ){
339                 tempComparisonNorth = checkNorth(i, j, matPuzzle, list);
340                 tempComparisonNorthEast = checkNorthEast(i, j, matPuzzle, list);
341                 tempComparisonEarth = checkEast(i, j, matPuzzle, list);
342                 tempComparisonSouthEast = checkSouthEast(i, j, matPuzzle, list);
343                 tempComparisonSouth = checkSouth(i, j, matPuzzle, list);
344                 tempComparisonSouthWest = checkSouthWest(i, j, matPuzzle, list);
345                 tempComparisonWest = checkWest(i, j, matPuzzle, list);
346                 tempComparisonNorthWest = checkNorthWest(i, j, matPuzzle, list);
347                 comparison = comparison + tempComparisonNorth + tempComparisonNorthEast + tempComparisonEarth + tempComparisonSouthEast + tempComparisonSouth + tempComparisonSouthWest + tempComparisonWest + tempComparisonNorthWest;
348             } else {
349                 comparison = comparison + 1;
350             }
351         }
352     }

```

```

C main.c X
src > driver > C main.c > main()
351     }
352 }
353 printf("Comparison as much as %d to find the word above\n\n",comparison);
354 return(comparison);
355 }
356
357 void processAnswer(Matrix matPuzzle, Queue q){
358     int sumComparison;
359     float tempComparison;
360     ListPos tempWord;
361
362     sumComparison = 0;
363
364     clock_t begin = clock();
365     while ( !isEmptyQueue(q) ){
366         tempComparison = 0;
367         dequeue(&q, &tempWord);
368         tempComparison = getAnswer(matPuzzle, tempWord);
369         sumComparison = sumComparison + tempComparison;
370     }
371     clock_t end = clock();
372     float time_spent = (double)(end - begin) / CLOCKS_PER_SEC;
373     printf("The program execution time is %.2f seconds\n",time_spent);
374     printf("The number of comparisons of all letters made to find all the words in the puzzle is %d comparison\n",sumComparison);
375 }
376
377 int main() {
378
379     char menuInput;
380     boolean isQuit = false;
381     boolean isFirstStart = true;
382     Matrix matPuzzle;
383     Queue listWord;
384
385     while ( !isQuit ){
386         // intro
387         if ( isFirstStart ){
388             printf("Welcome to World Search Puzzle\n");
389             menuInput = menu();
390             isFirstStart = false;
391         } else {
392             menuInput = menu();
393         }
394
395         if ( menuInput == '1' ) {
396             // make matrix puzzle
397             matPuzzle = makeMatrixPuzzle();
398
399             // make list word that use to play the games
400             adv();
401             listWord = makeWord();

```

```
C main.c ×
src > driver > C main.c > main()
401     listWord = makeWord();
402
403     // solve the problem
404     printf("Here are all the words found in the puzzle.\n\n");
405     processAnswer(matPuzzle, listWord);
406
407     else if ( menuInput == '2' ) {
408         isQuit = true;
409     } else {
410         printf("Your input is wrong! Please re-enter.\n");
411     }
412 }
413
414 return(0);
415 }
```

C. Input dan Output Program

1. Ukuran 14 x 15

Input :

```
≡ small1.txt X
test > ≡ small1.txt
 1  B Q G K M Q B Z G E K P W J N
 2  A B A O A V U E D F D L A A R
 3  C J P O L W C D N R B V J P O
 4  E O P S A O K O Q I A D S Q H
 5  K L C H Y Y E Q Y R P H G H G
 6  U T R H O Q Y A H B T M P L E
 7  A G W Y I E E L B S G N A N L
 8  I G V N B N N M I N I E W C G
 9  H O L L A N D I K A F N H F T
10  X I Z P Q P D N X R P P R L L
11  A P C C X J U Z X A Y O E O I
12  N R U A N O C N A M Z E F W C
13  N A T L U S V X E S S U S K D
14  S U M A T R A B D A O R L S B
15
16  ANCONA
17  ASEEL
18  BUCKEYE
19  CAMPINE
20  COCHIN
21  CORNISH
22  HOLLAND
23  JAVA
24  LEGHORN
25  MALAY
26  MARANS
27  PHOENIX
28  SULTAN
29  SUMATRA
30  SUSSEX
```

Output :

[illegible]

```
Found the word SULTAN
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
N A T L U S - - - - -
- - - - -
Comparison as much as 280 to find the word above

Found the word SUMATRA
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
S U M A T R A - - - - -
Comparison as much as 281 to find the word above

Found the word SUSSEX
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- X E S S U S - - -
- - - - -
Comparison as much as 281 to find the word above

The program execution time is 0.20 seconds
The number of comparisons of all letters made to find all the words in the puzzle is 4295 comparison
```

2. Ukuran 14 x 16

Input :

```
≡ small2.txt X
test > ≡ small2.txt
1  G G B Q T P H S I S A S Q D S J
2  N W G E T P A S L E E P M A R O
3  J O T N L N A A O T H U E E V S
4  H H O K I P U C K C R E C C R R
5  T E X T D X O R G C G T N R Z M
6  F D U P E J A M B Z J Y A U F Q
7  O G D Y F L Q W B R T C R O Q F
8  G E T Z A T O O Z Y R X P S O Y
9  X W Q S C T D P T D K O P S V E
10 X B K P E M O L A T P P W I P V
11 J T C C Z B E K C D A K L E H N
12 L F G Q X W D L K R D G Z T R O
13 I S P Q X R I G T C N Y S O A C
14 N L Z X S G V C G M P B K D Z T
15
16 ASLEEP
17 BRUNT
18 CONVEY
19 DEFACE
20 HEDGE
21 OOZY
22 PADDY
23 PART
24 PLEB
25 PRANCE
26 ROWER
27 SOURCE
28 VIDEO
29 WAXING
```

Output :


```
Found the word DEFACE
- - - - -
- - - - -
- - - - -
- - D - -
- - E - -
- - F - -
- - A - -
- - C - -
- - E - -
- - - - -
- - - - -
- - - - -
Comparison as much as 381 to find the word above

Found the word HEDGE
- - - - -
- - - - -
- - H - -
- - E - -
- - D - -
- - G - -
- - E - -
- - - - -
- - - - -
- - - - -
Comparison as much as 267 to find the word above

Found the word OOZY
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - O O Z Y -
- - - - -
- - - - -
- - - - -
Comparison as much as 329 to find the word above

Found the word PADDY
- - - - -
```

[illegible]

```
Found the word PRANCE
- - - - -
- - - - -
- - - E - - -
- - C - - - -
- - N - - - -
- - A - - - -
- - R - - - -
- - P - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
Comparison as much as 326 to find the word above

Found the word ROWER
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - R - - - -
- - O - - - -
- - W - - - -
- - E - - - -
- - R - - - -
- - - - -
- - - - -
Comparison as much as 316 to find the word above

Found the word SOURCE
- - - - -
- - - - -
- - - E - - -
- - C - - - -
- - R - - - -
- - U - - - -
- - O - - - -
- - S - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
Comparison as much as 318 to find the word above

Found the word VIDEO
```


Output :

```
Enter the file name without typing the extension (make sure the file is in the test folder and has a .txt extension)
Example : test1
>> small3
Here are all the words found in the puzzle.

Found the word AILS
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- S - - - 
- L - - - 
- I - - - 
- A - - - 
Comparison as much as 279 to find the word above

Found the word COBWEB
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- B E W B O C
- - - - -
- - - - -
- - - - -
Comparison as much as 287 to find the word above

Found the word COMMA
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- A - - - 
- M - - - 
- M - - - 
- O - - - 
- C - - - 
Comparison as much as 286 to find the word above

Found the word EBBING
```

```
Found the word EBBING
- - - - -
E B B I N G
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
Comparison as much as 332 to find the word above

Found the word FATTEN
- - - - -
- - - - -
- - - - -
- - - - -
F - - - -
A - - - -
T - - - -
T - - - -
E - - - -
N - - - -
- - - - -
- - - - -
Comparison as much as 294 to find the word above

Found the word GLOW
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
W O L G
- - - - -
- - - - -
Comparison as much as 284 to find the word above

Found the word LEDGE
```

```
Found the word LEDGE
- - - - -
- - - - -
- - - - -
- - - - -
- L - - - - -
- E - - - - -
- D - - - - -
- G - - - - -
E   - - - - -
- - - - -
- - - - -
Comparison as much as 300 to find the word above

Found the word MART
- T R A M - - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
Comparison as much as 283 to find the word above

Found the word PECKED
- - - - -
- - - - -
- - - - -
- - - - -
P - - - - -
E - - - - -
C - - - - -
K - - - - -
E - - - - -
D - - - - -
- - - - -
- - - - -
- - - - -
Comparison as much as 327 to find the word above

Found the word POSED
```


Output :

```
Enter the file name without typing the extension (make sure the file is in the test folder and has a .txt extension)
Example : test1
>> medium1
Here are all the words found in the puzzle.

Found the word ABASH
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- A - - - - -
- B - - - - -
- A - - - - -
- S - - - - -
- H - - - - -
- - - - -
- - - - -
- - - - -
- - - - -
Comparison as much as 569 to find the word above

Found the word ASSERTING
A - - - - -
S - - - - -
S - - - - -
E - - - - -
R - - - - -
T - - - - -
I - - - - -
N - - - - -
G - - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
Comparison as much as 582 to find the word above

Found the word ASTHMA
```

[illegible]

Found the word CELSIUS

S U I S L E C

```
Found the word DECOMPRESS
Found the word DRAUGHT
```

Found the word GLANCE

GLANCE

Comparison as much as 548 to find the word above

Found the word LAUGH

Found the word DESPIISING

GNIS

```
Found the word DRAUGHT
Found the word LAUGH
```

L
A
U
G
H

Found the word LEES

[illegible]

Comparison as much as 532 to find the word above

Found the word LEFTY


```
Found the word LEFTY
- - - L - - - - - - - - - - 
- - E - - - - - - - - - - 
- F - - - - - - - - - - 
- T - - - - - - - - - - 
Y - - - - - - - - - - 
- - - - - - - - - - 
- - - - - - - - - - 
- - - - - - - - - - 
- - - - - - - - - - 
- - - - - - - - - - 
- - - - - - - - - - 
- - - - - - - - - - 
- - - - - - - - - - 
- - - - - - - - - - 
- - - - - - - - - - 
- - - - - - - - - - 
- - - - - - - - - - 
- - - - - - - - - - 
- - - - - - - - - - 
Comparison as much as 533 to find the word above
```

Found the word PASSPORT

Comparison as much as 488 to find the word above

```
Found the word NEWSFLASH
- - - - -
- - - - -
- - - - -
- H - - - - -
- S - - - - -
- A - - - - -
- L - - - - -
- F - - - - -
- S - - - - -
- W - - - - -
- E - - - - -
- N - - - - -
- - - - -
- - - - -
- - - - -
- - - - -
Comparison as much as 503 to find the word above
```

[illegible]

Output :

[illegible]

A 20x20 grid of dots. The word "REVEALED" is spelled out by larger dots. The letters are located at the following (row, column) coordinates (starting from 0,0 at the top-left):

Letter	Row	Column
R	10	10
E	10	13
V	10	16
E	10	19
R	13	16
E	13	19
A	13	22
L	13	25
E	13	28
D	13	31

A 10x10 grid of dots. The letters are placed at the following intersections (row, column) starting from the top-left:

- L: (4, 6)
- A: (4, 5)
- R: (5, 4)
- O: (5, 5)
- M: (6, 3)

A 20x20 grid of dots. The word 'LYLUFER' is spelled out by larger dots. The letters are arranged as follows: L (row 10, col 10), Y (row 10, col 12), L (row 10, col 14), U (row 10, col 16), F (row 10, col 18), E (row 10, col 20), R (row 10, col 22).

GNIT TILPS

Found the word SPRINGIEST

PAVILION

R
E
G
U
L
A
T
E

Output :

[illegible]

Found the word DIVOT

Comparison as much as 648 to find the word above

Found the word DRUGGING

Comparison as much as 653 to find the word above

Found the word ECONOMIZE

Found the word ECONOMIZE

Comparison as much as 742 to find the word above

Found the word EMBOLDENED

Comparison as much as 737 to find the word above

Found the word FACED

Found the word FACED

Comparison as much as 606 to find the word above

Found the word FATHERINLAW

Comparison as much as 611 to find the word above

Found the word FETE

Found the word FETE

Comparison as much as 608 to find the word above

Found the word FORMING

Comparison as much as 611 to find the word above

Found the word GALL

[illegible]

```
Found the word HONEYSUCKLE
- - - - - H O N E Y S U C K L E -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
Comparison as much as 569 to find the word above
Found the word INHUMANITY
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- I - - - - -
- N - - - - -
- H - - - - -
- U - - - - -
- M - - - - -
- A - - - - -
- N - - - - -
- I - - - - -
- T - - - - -
- Y - - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
Comparison as much as 680 to find the word above
Found the word INSULATE
```



```

≡ large1.txt ×
test > ≡ large1.txt
 1 J B L S I D D T V Y I B E N I L C N I S M Z Y F G A U D
 2 W P A U P B R I C R Q L V C O Z G E L B Y M N X X K L Y
 3 N F C N B P A B K I A Y O X N H W T E K K A E D T K Q V
 4 Q X I I W X M N X D R G N I R E B M U C N E Q C A R S Y
 5 T H G W Z V A O B B I S D P U B R X L S M W C X Q O A E
 6 H Z O S H V T L L D I S Z E C C Z E Y D U O L C C X D X
 7 U H L F Q P I I A B O K C L T P Z I F U T S O Q D B F U
 8 V T O E G D Z C C R N G B O W A M G Q N Z Y S X Y W E Q
 9 O Z M R W X E D K R E S I V F P R Q K O O E I E E X G Y
10 G X S N J O D C T E H V E D E V D O K B F C W U R T B Y
11 I P O H L P Y R T V V C O L N A C U P F K I H R M C G R
12 D E C O M P O S E E L I L G Z I U I O A H W U T Y X Z G
13 N T P W P I P O D R W E P S Q Q C R H I V H K T N C V J
14 T H M D W Q C E J O D E P M D B T A A I E E O A T Y W Y
15 D A T R G I R O W F C I L T X P M V W J V S K G T P B L
16 H V U O P O B X N R E J R O W X X C H J I P X X Z Q B D
17 P R S A D M N C C I J O G D A A X J U V T U N T V Z E J
18 J Y A M F R G L R L C T B L C D X Y J J P B Q H K T I X
19 G C T M E L M P B D S C F X L V N A F S A C O L A Z D S
20 P K S R T S V U O E Y C P V S H N R N P D V E C B E A F
21 W K O S X R D G L S I T K T T T C Y L K A M I X D L T Q
22 O D F H P G F E M Y D J T T J Y W M S V I N B S S Z Y E
23 A R J G E A U W B T Z N B Y W A J D O J R D K E N H I X
24 X Y J T O R E F N J R P Z T Y N A Y X O S C Q U Y H N F
25 C Y I C C X P X H T F H W P Y A W Q F C P H G Y M M G Y
26 T N B W U V R B P I E Z E T S U V Y C T A P G C F V B I
27 G Q O S I A Y K Y Y T M P Y X R S J L W S R X R F P Z U
28 X W L N O Q O H L F I I Y X U H F W D P M W C N L S K W
29 S U K H B Z Q D P J S N O V R G A K D H M O X Z K Y Z U
30 O M H P T Q A B E H A L F A P Z R N V P U J P I Y H T Q
31 U O K R I A S J C O D L A Q Y L D R W R V M Y P N V J F
32 F P A C K H S W K G N P A C H U H F Z G M C H M D A H R
33
34 ADAPTIVE
35 ADORER
36 BEHALF
37 BLACK
38 BUDGETING
39 CLOUDY
40 CONFERENCE
41 COSMOLOGICAL
42 CRUELEST
43 DECOMPOSE
44 DISCO
45 DRAMATIZED
46 EFFORT
47 ENCUMBERING
48 EVAPORATED
49 FOREVER
50 FORNICATED
51 ICONIC

```


Found the word ADORER

Comparison as much as 1204 to find the word above

Found the word BEHALF

[illegible]

```
Comparison as much as 1128 to find the word above
Found the word BLACK
```

```
Found the word BLACK
```

Found the word BLACK

B
L
A
C
K

Comparison as much as 1130 to find the word above

Found the word BUDGETING

Found the word BUDGETING

B
U
D
G
E
T
I
N
G

Comparison as much as 1124 to find the word above

Found the word CLOUDY

Found the word CLOUDY

- Y D U O L C -

Comparison as much as 1245 to find the word above

Found the word CONFERENCE

```

Found the word CONFERENCE
E
C
N
E
R
E
F
N
O
C

```

Comparison as much as 1255 to find the word above

Found the word COSMOLOGICAL

[illegible]

Comparison as much as 1257 to find the word above

Found the word CRUELEST

Found the word CRUELEST

Comparison as much as 1249 to find the word above

```
Found the word DECOMPOSE
```

Found the word DECOMPOSE

D E C O M P O S E

Comparison as much as 1203 to find the word above

Found the word DISCO

Found the word DISCO

D

I

S

C

O

Comparison as much as 1194 to find the word above

Found the word DRAMATIZED

Found the word DRAMATIZED

Comparison as much as 1200 to find the word above

Found the word EFFORT

Found the word EFFORT

E
F
F
O
R
T

Comparison as much as 1196 to find the word above

Found the word ENCUMBERING

Found the word ENCUMBERING

Comparison as much as 1201 to find the word above

Found the word EVAPORATED

Found the word EVAPORATED

Comparison as much as 1206 to find the word above

Found the word FOREVER

Found the word FOREVER

R
E
V
E
R
O
F

Comparison as much as 1102 to find the word above

Found the word FORNICATED

Found the word FORNICATED

Comparison as much as 1105 to find the word above

Found the word ICONIC

Found the word ICONIC

I
C
O
N
I
C

Comparison as much as 1213 to find the word above

Found the word IMPELLED

Found the word IMPELLED

Comparison as much as 1194 to find the word above

Found the word INCLINE

[illegible]

```
- - - - - E N I L C N I - - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
- - - - -  
Comparison as much as 1203 to find the word above  
Found the word INDIGO
```

```
Comparison as much as 1203 to find the word above
Found the word INDIGO
```

```
Found the word INDIGO
```

Found the word INDIGO

O

G

I

D

N

I

Comparison as much as 1202 to find the word above

Found the word IRAQI


```

≡ large3.txt X
test > ≡ large3.txt
 1 H I E K J W S Z X Y X T U G W R J R B T D J N J P S F F P L F O A
 2 L M R I Z V L E J S P O I N A H W N R Q O N E O D E C Z B Z F D U
 3 G L O K G N J F M P F C K O E O E A G Q L L E F S W M O D P T U
 4 M N H U W L P B V Q R G T R P G C Q C U W I A V E S P I R J A P P
 5 W D S C G Z O N U A S C O A C A G M D A T M S E U I B N Y H A V Y
 6 E T N M W W K A X J N I N S P C L W N E A A L Y Z O H G N Z G S A
 7 R E O H E R E X N O I T A L U D O M S T Y M P V J N R L J S U O A
 8 P E R S I A R A C P X B N I Y Y U T Z C K E N Y C E U C J Z F A C
 9 S D D U T N T Z O L A D Y O U B N S X F O G L S N Y K M Y X N P M
10 R E G L X Z R C Q O E D I V W R I C O Q O Z E Y A E Q A A M O W S
11 D K Q V Z U H T W Q V Q X T N T F J E B P P S V U N J Q I S H O A
12 D R H U Q Q U M P A H S P L M G Y A E G S I Q X F O W Y B P M N R
13 P Z G V E M L Z Q X M C A N E Y I W S D T A N G V P N B A J E E D
14 C E P Y N L A N F A B E P Y N V N U E W M Z D W S H W G J V C J V
15 S K G D U J Z S C H E D U L E D G Z J N G E V J J S S Q D L Q P K
16 M U Y O F V Y H M G P R G T O U I J R J O Z O Q H O M L F S W B U
17 Z J W T L L I E Q U F Q U T B R C O O V W I I N B H L W F U U Z U
18 D C K V W N P K W I A K M X I Z C D J M G N T J T L L C O U A K E
19 L X G Y A U P I R G X C J T H B O I T Z I C A A D I N N E U T I J
20 N F K T R T O S R Z B P A J E Q Y I B Y K Z X L V R A J E K P R B
21 J T I J L Z X P A E T S I D S T F W R E D F R V C I A D E C N B N
22 H O Z J P E P O W N X Z M N T N E M E N I F E R I Q T M T U R L N
23 N P P I K K T D B F N D X X T Q C R D P Z G Z J M N C O L W I M P
24 A W B L E G Z K V S P Z H E W O O R W N H K L R K Z G S M V O N G
25 O Y J Z J I Z Y I A N F N C T M N K N Z M D Z B Y S M E L T D X C
26 K E Z O Y F Q M O I D S M O Q R K R L C Y Y Z C D K F Y H D J B Q
27 A B F Z O D K M F A V O S Y P L N W E A I F U B T V C Z N Q F W S
28 O T F K L A V V T B Y T K P N T U N C Y M R K O P Z Q A V G J W U
29 N B L B U A B J O A Y V Q M D X Y N S V F O Y R T U A P S D L P V
30 G G J B K R I W S Y P U X T Q N U I I V H A C C B O G R O D W V S
31 U X O S J L O K Q P S U A G Q V S X R F B Q U B H A H Z J S A B L
32 N I T X A M Q A B B O H A M V T A K G T Y O E Q P T U B X V F S T
33 W Y H P L L K E Q I P S I H E S Y R C O I F N L D E P A U A R S V
34 W W A H P U L B Y J C C L R Y L H S I V A L S S V A U N D A R C W
35 L D P A C Z J G E I L V K C Q C B K L A E O L O N I I F H U H G V
36
37 MACHINATION
38 MODULATION
39 MOTIVATION
40 ONSHORE
41 PACER
42 PERSIA
43 PINT
44 POKER
45 POLITEST
46 REFINEMENT
47 SADSACK
48 SARONG
49 SATIRIZED
50 SCHEDULED
51 SEQUEL

```

```

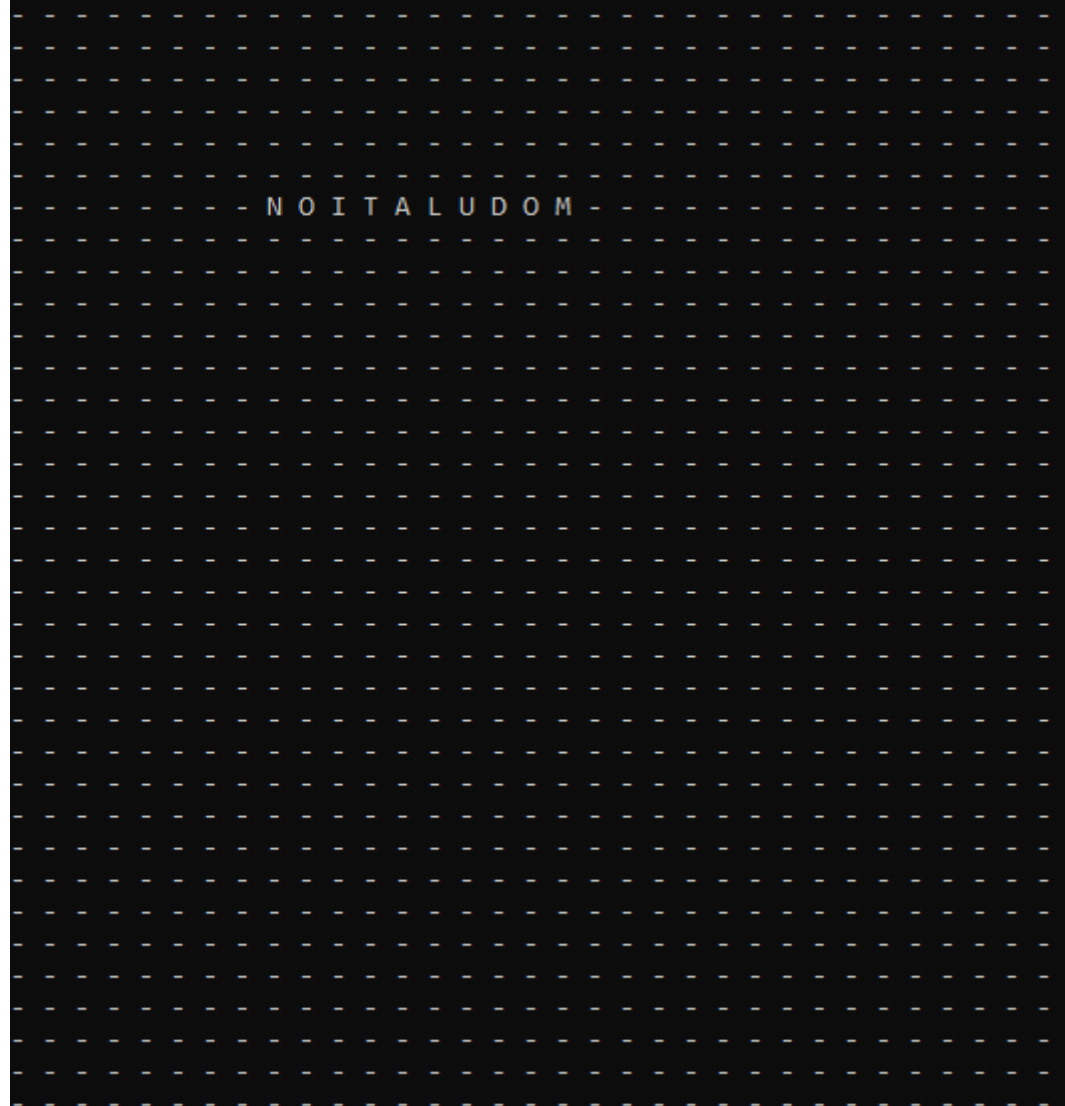
≡ large3.txt X
test > ≡ large3.txt
50 SCHEDULED
51 SEQUEL
52 SESSION
53 SISTER
54 SLAVISHLY
55 SNOB
56 SPOOKY
57 SYNERGY
58 TANG
59 UNIFYING
60 UTAH
61 VIDEO
62 ZEALOT

```

Output:

[illegible]

Found the word MODULATION



Comparison as much as 1455 to find the word above

Found the word MOTIVATION

Found the word MOTIVATION

N
O
I
T
A
V
I
T
O
M

Comparison as much as 1455 to find the word above

Found the word ONSHORE

Found the word ONSHORE

- E -
- R -
- O -
- H -
- S -
- N -
- O -

Comparison as much as 1607 to find the word above

Found the word PACER

Found the word PACER

Comparison as much as 1544 to find the word above

Found the word PERSIA

Comparison as much as 1544 to find the word above

Found the word PERSIA

```

Found the word PERSIA
P E R S I A
Comparison as much as 1532 to find the word above
Found the word PINT

```

Comparison as much as 1532 to find the word above

Found the word PINT

Found the word PINT

P
I
N
T

Comparison as much as 1529 to find the word above

Found the word POKER

Found the word POKER

P
O
K
E
R

Comparison as much as 1537 to find the word above

Found the word POLITEST

Found the word POLITEST

Comparison as much as 1539 to find the word above

Found the word REFINEMENT

```
Found the word REFINEMENT
```

- - - - - T N E M E N I F E R - - - - -

Comparison as much as 1487 to find the word above

```
Found the word SADSACK
```

Found the word SADSACK

- - - - - K - - - - -
 - - - - - C - - - - -
 - - - - - A - - - - -
 - - - - - S - - - - -
 - - - - - D - - - - -
 - - - - - A - - - - -
 - - - - - S - - - - -

Comparison as much as 1550 to find the word above

Found the word SARONG

```

Found the word SARONG
G
N
O
R
A
S

Comparison as much as 1549 to find the word above
Found the word SATIRIZED

```

[illegible]

```
Comparison as much as 1549 to find the word above
Found the word SATIRIZED
```

Found the word SATIRIZED

Found the word SATIRIZED

Comparison as much as 1551 to find the word above

Found the word SCHEDULED

Comparison as much as 1551 to find the word above

Found the word SCHEDULED

```

Found the word SCHEDULED
- - - - - S C H E D U L E D - - - - -
Comparison as much as 1542 to find the word above
Found the word SEQUEL

```

Comparison as much as 1542 to find the word above

Found the word SEQUEL

Found the word SEQUEL

S _ _ _ _
_ E _ _ _
_ _ Q _ _
_ _ _ U _
_ _ _ _ E _
_ _ _ _ _ L

Comparison as much as 1540 to find the word above

Found the word SESSION

Found the word SESSION

S
E
S
S
I
O
N

Comparison as much as 1542 to find the word above

Found the word SISTER

Found the word SISTER

```

- - - - - S
- - - - - I
- - - - - S
- - - - - T
- - - - - E
- - - - - R

```

Comparison as much as 1539 to find the word above

Found the word SLAVISHLY

Found the word SLAVISHLY

- - - - - Y L H S I V A L S - - - - -

Comparison as much as 1543 to find the word above

Found the word SNOB

Found the word SNOB

B
O
N
S

Comparison as much as 1543 to find the word above

Found the word SPOOKY

Found the word SPOOKY

Y
K
O
O
P
S

Comparison as much as 1550 to find the word above

Found the word SYNERGY

Found the word SYNERGY



Comparison as much as 1538 to find the word above

Found the word TANG

Found the word TANG

T A N G

Comparison as much as 1512 to find the word above

Found the word UNIFYING

Found the word UNIFYING

U
N
I
F
Y
I
N
G

Comparison as much as 1510 to find the word above

Found the word UTAH

Found the word UTAH

U

T

A

H

Comparison as much as 1503 to find the word above

Found the word VIDEO

Found the word VIDEO

O E D I V

Comparison as much as 1451 to find the word above

Found the word ZEALOT

```
Found the word ZEALOT
T
O
L
A
E
Z

Comparison as much as 1479 to find the word above

The program execution time is 1.98 seconds
The number of comparisons of all letters made to find all the words in the puzzle is 39581 comparison
```

[illegible]

```
Comparison as much as 1479 to find the word above
The program execution time is 1.98 seconds
The number of comparisons of all letters made to find all the words in the puzzle is 39581 comparison
```

```
The program execution time is 1.98 seconds
The number of comparisons of all letters made to find all the words in the puzzle is 39581 comparison
```

The number of comparisons of all letters made to find all the words in the puzzle is 39581 comparison

D. Alamat Kode Program

Program dapat diunduh dari alamat berikut:

<https://drive.google.com/drive/folders/1R3NU-4R0aAFGzqbXvf5gf6UzQK409GI2?usp=sharing>

Atau dapat melalui

https://github.com/shdiqq/Tucil1_13520038.git

E. Tabel Penilaian

Poin	Ya	Tidak
1. Program berhasil dikompilasi tanpa kesalahan (no syntax error).	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2. Program berhasil <i>running</i> .	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3. Program dapat membaca file masukan dan menuliskan luaran.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
4. Program berhasil menemukan semua kata di dalam puzzle.	<input checked="" type="checkbox"/>	<input type="checkbox"/>