

Shirl Hart

To:
Subject: freecell-mobile

Hi,
<http://freecell-mobile.appspot.com>. I converted the java code to JavaScript so that the solver would run in the browser. I did a couple of tweaks to improve performance in JavaScript. If you click on the help button in the far right, the instructions contain a link to a zip of everything. Be sure to unblock the zip file in properties so windows doesn't complain. If you unzip the file and click on the freecell.bat, it will start a local jetty webserver using rest that hosts the java program and pops up a web page. The solve button calls the server for a solution.

The web page will use the freecell-mobile.jar if it is running or the solver.js web worker otherwise. If you want to open index.html from the file system you have to start chrome.exe with --allow-file-access-from-files (see shortcut in zip) or you get a security exception, Firefox works fine. Here are some timings for game #90082, depth=48, positions=141k.

----- Windows 10 3.3 GHz -----			---- Android 6.0 ----	
Chrome/Firefox IE 11/Edge			Nexus 7 2013	
Java	JS	JS	Chrome+SimpleHttpServer	

12s	20s / 25s	30s / 23s	165s	
	26s <-	w/o quicksort	-> 249s	