From: Shirl Hart
To:
Subject: Freecell timings

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 -----   ---- iOS 9.3.2 ----
      Chrome/Firefox IE 11/Edge        Nexus 7 2013              iPad Air 2
Java       JS             JS     Chrome+SimpleHttpServer        Safari
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12s     20s / 25s     30s / 23s           165s*                    55s
        26s  <-     w/o quicksort     ->  249s


950XL Windows 10 Phone Edge 143s

*215s with position = new Map() instead of Object.create(null)
```