

Assignment 1

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Match Length Position

- Here we are taking window and text as inputs to this function.
- Then we are taking all possible substrings of the window and comparing it the Text
- Out of all the substrings that are matched we output the case where maximum length of substring is matched
- If none of the substrings match with the Input Text then we output the flag bit as 0 and the first character of the Text.
- Example

WINDOW	TEXT	OUTPUT
CCDCDC	CDC guidelines for COVID-19	[1,2,3]
ABAAAABABABA	AAAABBBBB	[1,9,5]
AGTCTGA	UUACG	[0,'U']

```
MY CARDS ARE IN THE CABIN-25 (Text)
MY -3 (window)
> [1,2,3]

-----

yep-3 (Text)
6 should be enough right?-25 (window)
> [0,y]

-----

tiger king-10 (Text)
eye of the tiger it's the thrill of the fight-45 (window)
> [1,33,6]

-----

assignment-10 (Text)
infocomm-8 (window)
> [0,a]

-----

CDC guidelines for COVID-19-27 (Text)
CCDCDC-6 (window)
> [1,2,3]

-----

MY MY WHAT-10 (Text)
MY -3 (window)
> [1,2,3]

-----

UUACG -6 (Text)
AGTCTGA-7 (window)
> [0,U]

-----

AAAABBBBB-9 (Text)
ABAAAABABABA-12 (window)
> [1,9,5]
```

ParseSWLZ

- Here we take the help of the previous function and Encode the Input Text
- We have to divide the Input Text into window and Text and then send it to the MatchLengthPosition to get the encoded part.
- We then shift the Encoded part into the Window and remaining part will the new Text which we send it to MatchLengthPostion function.
- Below is the working of my code

```

Window Size = 16

Considering (win[i],win[0]) of the following substrings
to cover all possible substrings of window

CDDCDDDC-8   (Text)
-0   (window)
|   |   >NO MATCH FOUND
[0,C]
-----

DDCDDDC-7   (Text)
C-1   (window)
|   |   >NO MATCH FOUND
[0,D]
-----

DCDDDC-6   (Text)
CD-2   (window)
|   |   >CD-2
|   |   >[1,0,1]
|   |   >A_final is changed
|   |   >remaining substrings
|   |   >no match
[1,0,1]

```

```

CDDDC-5   (Text)
CDD-3   (window)
|   |   >C-1
|   |   >[1,2,1]
|   |   >A_final is changed
|   |   >CD-2
|   |   >[1,2,2]
|   |   >A_final is changed
|   |   >CDD-3
|   |   >[1,2,3]
|   |   >A_final is changed
|   |   >remaining substrings
|   |   >no match
[1,2,3]
-----

```

```

DC-2   (Text)
CDDCDD-6   (window)
|   |   >CD-2
|   |   >[1,4,1]
|   |   >A_final is changed
|   |   >CDD-3
|   |   >[1,3,1]
|   |   >A_final is changed
|   |   >CDDC-4
|   |   >[1,3,2]
|   |   >A_final is changed
|   |   >CDDCD-5
|   |   >[1,1,1]
|   |   >CDDCDD-6
|   |   >[1,0,1]
|   |   >remaining substrings
|   |   >no match
[1,3,2]

```

- Cases where the no. of characters of our text is matching with the considered window if greater than the Window Length ,i.e. , characters of text are matching with characters of window in a circular manner
 - Example
 - INPUT TEXT = CDDCDDCDDDF
 - Window Size = 10
 - OUTPUT = [0,C] [0,D] [1,0,1] [1,2,6] [0,F]

```

Window Size = 10

Considering (win[i],win[0]) of the following substrings
to cover all possible substrings of window

CDDCDDCDDF-10  (Text)
-0  (window)
|  |  >NO MATCH FOUND
[0,C]
-----

DDCDDCDDF-9  (Text)
C-1  (window)
|  |  >NO MATCH FOUND
[0,D]
-----

DCDDCDDF-8  (Text)
CD-2  (window)
|  |  >CD-2
|  |  >[1,0,1]
|  |  >A_final is changed
|  |  >remaining substrings
|  |  >no match
[1,0,1]

```

```

CDDCDDF-7  (Text)
CDD-3  (window)
|  |  >C-1
|  |  >[1,2,1]
|  |  >A_final is changed
|  |  >CD-2
|  |  >[1,2,2]
|  |  >A_final is changed
|  |  >CDD-3
|  |  >[1,2,3]
|  |  >A_final is changed
|  |  > Input is matching with the considered window in a
|  |  circular manner A is changed to
|  |  > [1,2,6]
|  |  >remaining substrings
|  |  >no match
[1,2,6]
-----

F-1  (Text)
CDDCDDCDD-9  (window)
|  |  >NO MATCH FOUND
[0,F]

```