

# Boyer-Moore Algorithm

## Application

Use the Boyer-Moore algorithm to write a function that finds the last occurrence of a substring in a given string and returns its index. Explain why this algorithm can outperform others in certain scenarios.

Code-:

```
package com.wipro.assignment;
class BoyerMoore
{
    static int NO_OF_CHARS = 256;
    static int max(int a, int b) {
return (a > b) ? a : b; }
    static void
badCharHeuristic(char[] str, int
size,
                int badchar[])
    {
        for (int i = 0; i <
NO_OF_CHARS; i++)
            badchar[i] = -1;
        for (int i = 0; i < size;
i++)
```

```

        badchar[(int)str[i]] = i;
    }
    static void search(char txt[],
char pat[])
    {
        int m = pat.length;
        int n = txt.length;
        int badchar[] = new
int[NO_OF_CHARS];
        badCharHeuristic(pat, m,
badchar);
        int s = 0;
        while (s <= (n - m))
        {
            int j = m - 1;
            while (j >= 0 && pat[j] ==
txt[s + j])
                j--;
            if (j < 0)
            {
                System.out.println(
                    "Patterns occur
at shift = " + s);
            }
        }
    }
}

```

```

        s += (s + m < n) ? m -
badchar[txt[s + m]]
        : 1;
    }

```

```

    else
        s += max(1, j -
badchar[txt[s + j]]);
    }
}

```

```

    public static void
main(String[] args)
{

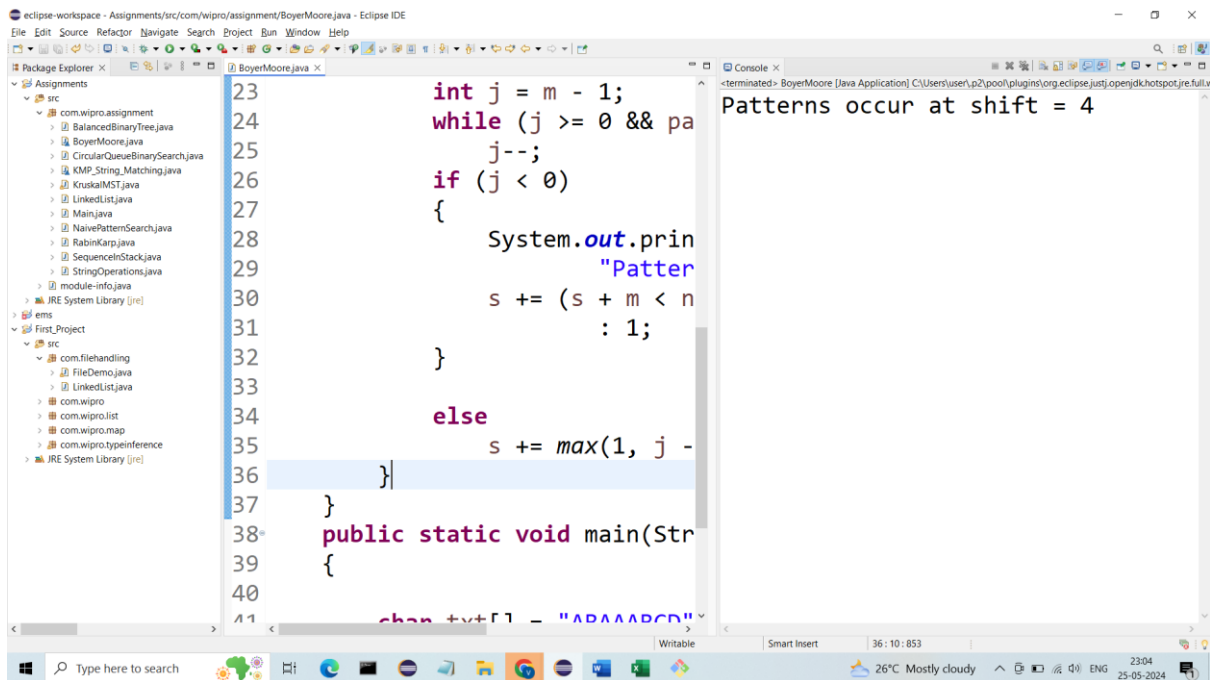
```

```

        char txt[] =
"ABAAABCD".toCharArray();
        char pat[] =
"ABC".toCharArray();
        search(txt, pat);
    }
}

```

## Output: -



The screenshot shows the Eclipse IDE interface. The Package Explorer on the left lists the project structure, including the 'src' folder and various Java files. The main editor displays the code for 'BoyerMoore.java'. The code includes a while loop and an if statement, with a comment indicating the pattern 'ABAAABCD'. The console on the right shows the output: 'Patterns occur at shift = 4'.

```
23     int j = m - 1;
24     while (j >= 0 && pa
25         j--;
26     if (j < 0)
27     {
28         System.out.prin
29             "Patter
30             s += (s + m < n
31                 : 1;
32     }
33
34     else
35         s += max(1, j -
36     }
37 }
38 public static void main(Str
39 {
40     char s[] = "ABAAABCD";
41 }
```

Patterns occur at shift = 4