PROJECT REPORT
CHEAT ENGINE SCRABLE GAME
USING GADDAG ALGORITHM
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INFORMATICS ENGINEERING DEPARTMENT
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APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

Cheat Engine Scrabble Game Using GADDA Algorithm

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ABSTRACT

Scrabble is a word game that tests player vocabulary. The difficulty of this game is counted on the knowledge of players' vocabulary. More vocabulary known by the players, more easier this game to played. This project try to help players which known few vocabulary. By using GADDAG algorithm, this project will develop a cheat scrabble game. All the vocabulary are stored in Trie data structure as a dictionary. This dictionary will be processed using GADDAG algorithm to search all vocabulary can be form. This program will help players to find the best word with highest bonus value on scrabble game.

Keywords: Cheat Scrabble Game
PREFACE

In this report, there are 6 chapters. Chapter I will discuss the background problems and scope of the project. Then in chapter II will discuss theory of the algorithm and data structure to be used. In Chapter III will discuss analysis problems, how to use of algorithms to solve problems and project management. In Chapter IV will discuss the design of the project using the Flowchart, DFD and Class Diagrams. Then Chapter V will discuss the results implementation and testing of the program. Testing will be done with several experimental conditions. Then the last chapter 6 contains the conclusions of the authors and the project forward.
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