

## CHAPTER VI CONCLUSION

### 6.1. Conclusion

In this project, generating crossword puzzles can be using Genetic Algorithm. The program will be able to generate crossword puzzle based on the set of words that user input. In this program a solution sometime can be found in the first generation. But sometime it takes more time to find the solution. This happen because the initial population are random.

### 6.2. Future Research

The program in this project still have some disadvantages. In the counting fitness process, temporary board used still using fixed size of 2 dimensional array. Since the program use fixed size of array, if there are too much words, some words might be lost. Besides that, the result of the program still shown in java GUI. So for the future research, the program can use another data structure that able to store dynamic number of data and also to be able to show the result of the crossword generated by the program in other file such as pdf, ods, odt or web browser so that user can directly print the result from the program.