PROJECT REPORT
Crossword Puzzle Generator with Modified Backtracking Algorithm

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APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

Crossword Puzzle Generator: With Modified Backtracking Algorithm

by

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This project report has been approved and ratified by the Dean of Faculty of Computer Science and Supervisor on 14 July 2015

With approval,

Examiners,

Supervisor,

Examiners,

Examiners,

Designated Faculty of Computer Science.
STATEMENT OF ORIGINALITY

I, the undersigned:

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Certify that this project was made by myself and not copy or plagiarize from other people, except that in writing expressed to the other article. If it is proven that this project was plagiarizes or copy the other, I am ready to accept a sanction.

Semarang, 14 July 2015

Meristicha Fanny Mantong
11.02.0042
In this semester, as a rules of graduation i made a project titled "Cross Word Puzzle Generator With Modified Backtracking Algorithm". I wanna thank my parents for praying for me with fully trust. Thank you to my brother and sister for prayer and the spirit. And thank you to my Boyfriend Gregorius Alphaselo Nugroho for supporting me and giving me spirit so I'm not giving up when I got some problems.
Crossword is a game which many people liked. However, some people experience many difficulties in the manufacture of crossword. So, The program is designed to facilitate people in making crossword. An explanation of the background and Limitation Problem contained in the chapter I. In Chapter II, explained about data structure that consists of two-dimensional array and an array of linked lists. Two-dimensional array is used to store data of letters and numbers and Array of linked list is used to store data answers. Besides, there is a description of the algorithm. An algorithm used is a modified backtracking algorithm.

In Chapter III, explained about research methodology and project management. In research methodology, explained about project planning in the manufacture. Project Management describes the planning time in the form of a table. While in chapter IV, explained about an analysis of program flow and program design. In Chapter V is an explanation of the main program implementation and testing. And in chapter VI is an explanation of the conclusion of the program created and further research. The research is expected to will be able to overcome the existing deficiencies in the program.
ABSTRACT

The crossword game is a game which the people fill the boxes with a letter which the later can be a word and can be crossing based of the question. This project was made to create a pattern crossword quickly. In the making of this project can not be indiscriminate in attaching words. The problem that appear, words which at the attach can be crossed the line crossword board, The word should not be affixed together, and Patterns crossword difficult to determine. Then, On board crossword takes a lot of checking.

With the above problems, this project can help crossword maker in overcoming the problem that exists. This project is made by using the Java programming language. This project was also made using the backtracking modified algorithm so the manufacture of crossword can made automatic with the help of a computer.

keyword : backtracking, crossword game, crossword board
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