PROPOSAL PROJECT

Implementation Array List And Uniform Cost Search Algorithm In X-O Game

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05.02.0008
2009

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PROJECT REPORT

Implementation Array List And Uniform Cost Search Algorithm In X-O Game

This project report already approved and ratified by Dean of Faculty Computer Science and Supervisor on ........

With the approval,

Examiners, Examiners, Examiners,


Supervisor, Dean of Faculty of Computer Science,

STATEMENT of ORIGINALITY

I am the undersigning below this:

Name: Ardilles Irawan Suhartono
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Hereby certify that this project was made by my self and not copy or plagiarizes 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'm ready to accept a sanction.

Semarang, July 01, 2009
Ardilles Irawan Suhartono
05.02.0008
FOREWORD

Finally, I can finish my final project that have title: “Implementation Array List And Uniform Cost Search Algorithm in X-O Game”. I couldn’t finish this project and report without help from God and a lot of people. So in this opportunity, I would like to thanks:

- Jesus Christ that give me faith to finish this project.
- My parents, Suhartono and Oey Ing Lan, and my brother Ferry Irawan Suhartono, SE. for their support, love, and pray.
- Hironimus Leong, S.Kom., M.Kom as my supervisor for helping, guiding and giving me ideas and advice in finishing this project.
- Suyanto EA., Ir, M.Sc, as the lecturer of Faculty of Computer Science for teaching me and give me knowledge while I’m studied in Faculty of Computer Science.
- All of my love friends, Tommy, Anton, Adrian, Gama, Denny, Kinta, Yanuar and all of my friends which help and support me to finish this project.

Last, I would like to apologize if I made mistakes in finishing the project and writing this report. Therefore, critics and suggestions are expected.

Semarang, July 01, 2009

Ardilles Irawan Suhartono
ABSTRACT

X-O game is the game which train our accuracy on blockade the way of our opponent and find the way for us to win this game. One player play with O as human player and the other play with X as computer player. The winner of this game is player who the first reach the 5 block. To reach the 5 block can be horizontal, vertical and cross. This game is not limited by the time. The computer use UCS (Uniform Cost Search) algorithm to find biggest point and decide which appropriate coordiante to move.

This project created with Java programming and GUI programming. This project use Array List as a data structure to store data. This project use UCS as an algorithm for searching all data and decide computer movement.

This data structure and algorithm make a simple and short in time to searching next move and blockade the user movement.

Keyword : X-O Game, Array List, UCS Algorithm
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