





REPORT PROJECT

Seeking a Thief with BFS algorithm

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05.02.0016

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APPROVAL and RATIFICATION PAGE
PROJECT REPORT
Seeking a Thief with BFS Algorithm

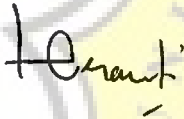
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STATEMENT of ORIGINALITY

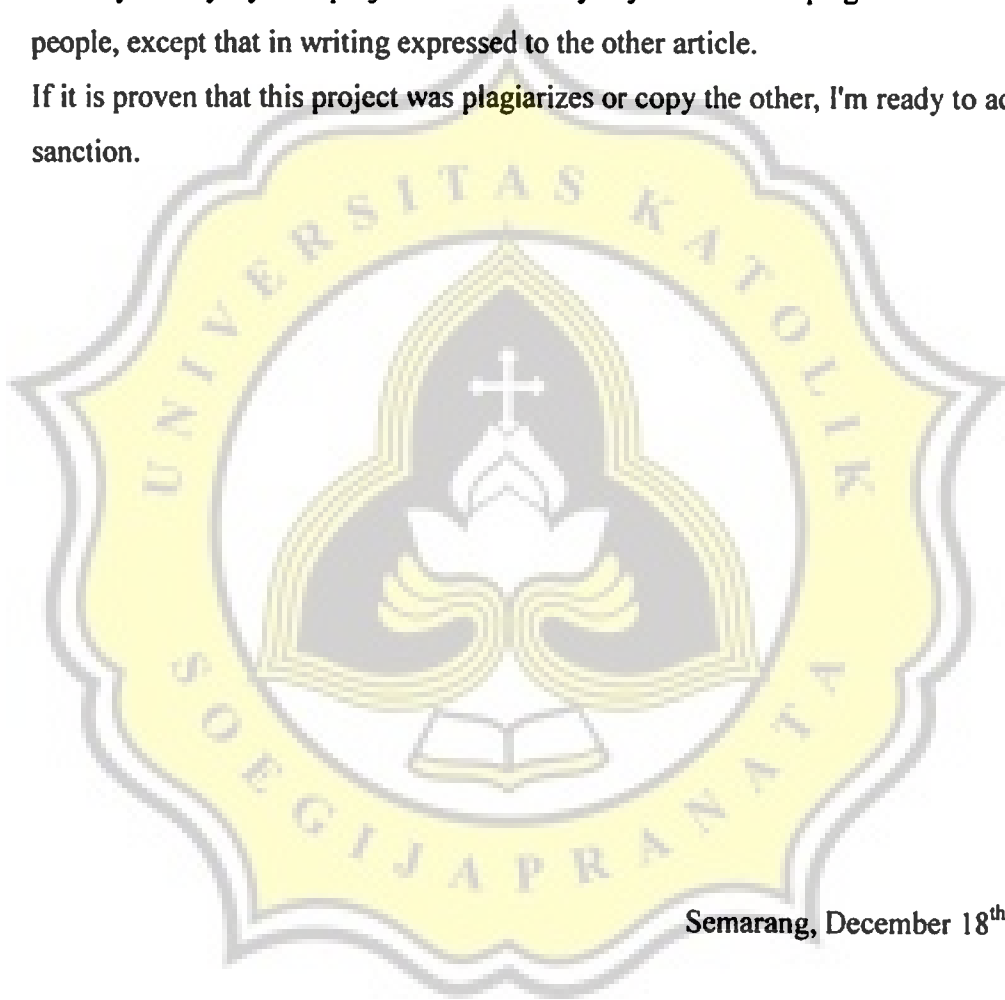
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Semarang, December 18th, 2009

A handwritten signature in black ink, appearing to read "N. Roy Mayta Setyawan".

Nicodemus Roy Mayta Setyawan
05.02.0016

FOREWORD

First, I want to say thank you for my Saviour, Jesus Christ for blessing and his kindness so that i can finish my project have a title : Seeking a Thief with BFS Algorithm. Without his power, I shall not finish this project on time. I also want to say thank you for my mom, Hanna who always give me a motivation, support and always pray for me everytime. I also thank to my brother and my sister for their wishes and prays.

I also not forget with all of my friend, Konjo, Leithong, Sherly_imut, Ikoman, Yeye, Jepank, Jun, Ronald, Dios, Timz, JJ, yuu_me, LetnanDua, Dale, and many others i can not mention one by one who always helping me, give me a big support and give me a spirit and like a new life for me for a better tomorrow. Thanks all of you guys !

For all my lectures of Faculty of Computer Science for teaching me and give me a lot of knowledge while i'm studied in Faculty of Computer Science i'm very appropriate and thanks a lot.

For the last, i'm very sorry for all because i always disturb you during finishing my project. Therefore, critics and suggestion are excepted.



Semarang, December 18th 2009

Nicodemus Roy Mayta Setyawan

ABSTRACT

Seeking a Thief is a simple game which everyone can play it. This game have two player, there are a police and a thief. This game have a purpose for police to find a way to capture a thief. The location of police, thief and wall is putted by user. If the police find a wall, he must look for the other way until he find the thief.

Seeking a Thief is created with Java Language Programming and use GUI for (Graphical User Interface) programming to the performance. This project uses Array and tree as a data structure. This project use BFS (Breath First Search) as an algorithm to move a police to find a thief.

With that case, the conclusion are tree as a data structure can solve the way for police to find a way to catch the thief and for BFS (Breath First Search) as an algorithm also can solve the problem too. So, you must try this game, lets check it out.

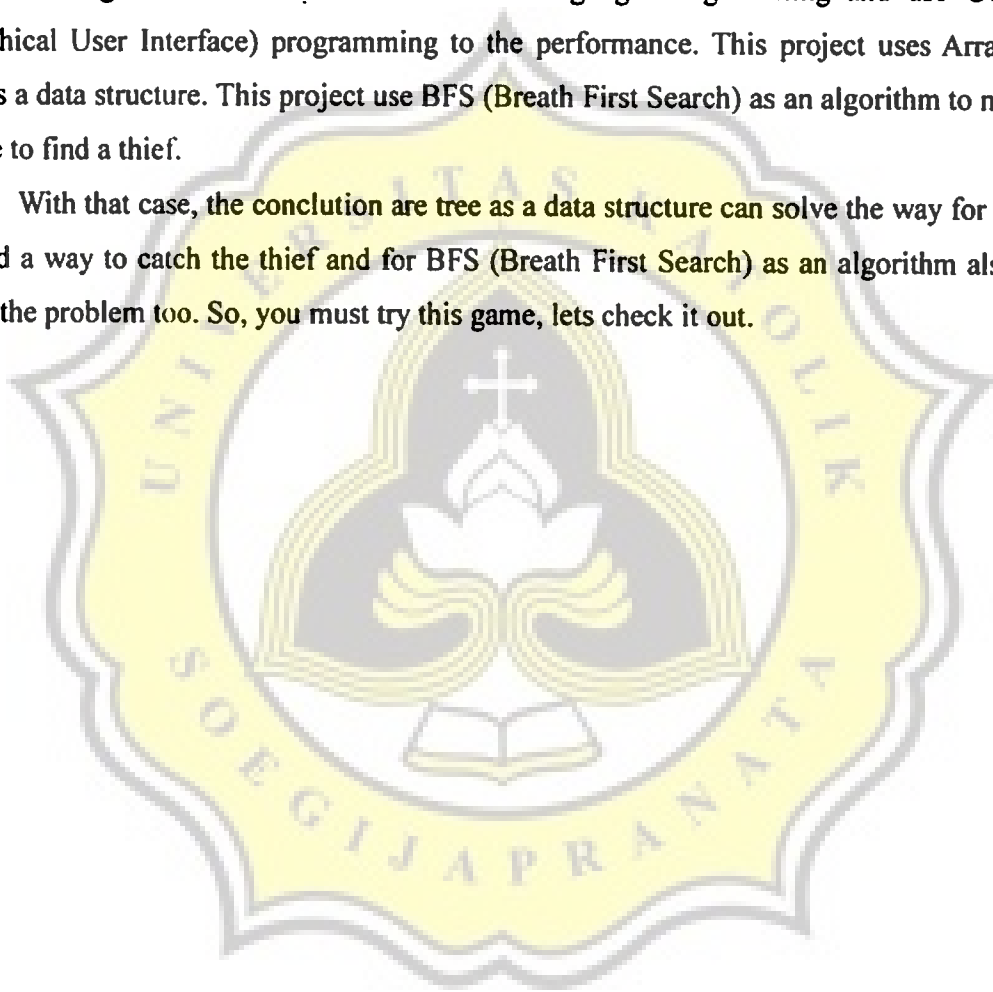


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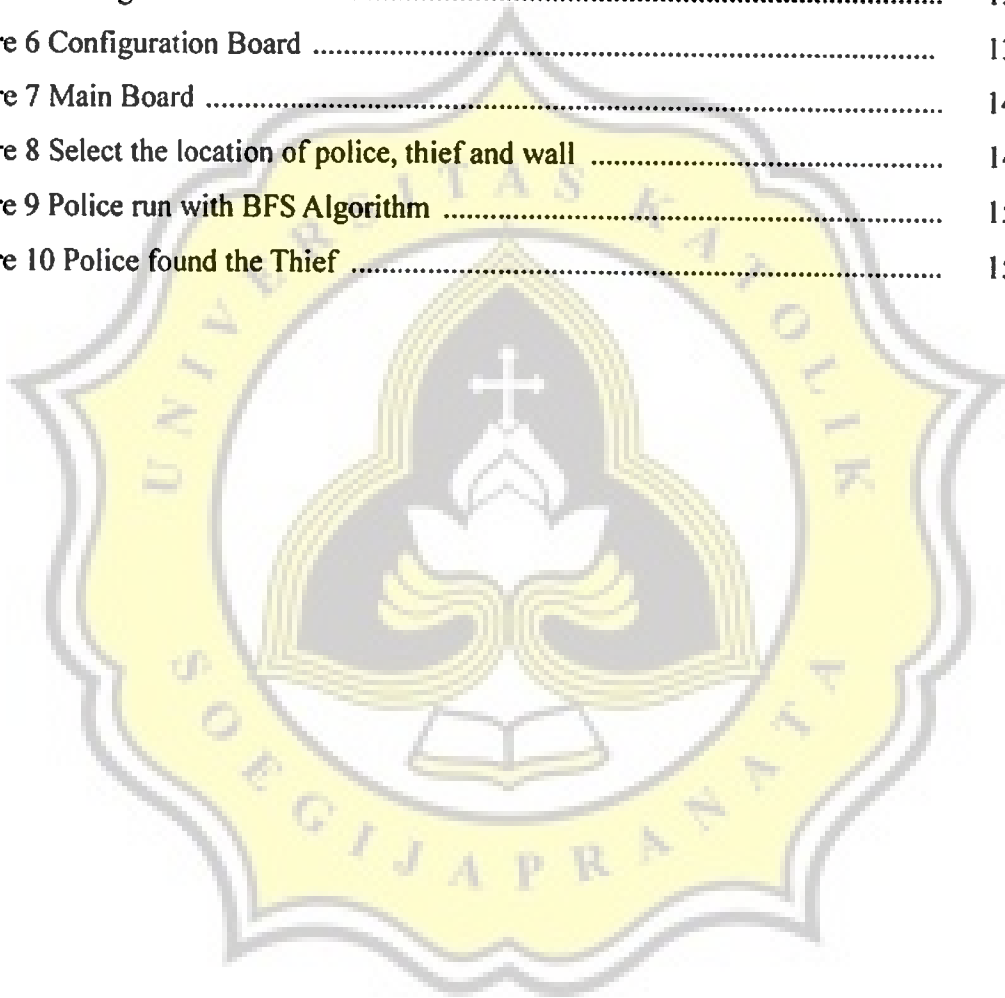


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