



PROJECT REPORT

Implementation DFS Algorithm In Snake Game To Find The Longest Path

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APPROVAL and RATIFICATION PAGE

PROJECT REPORT

Implementation Tree And DFS Algorithm In Snake Game

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STATEMENT of ORIGINALITY

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Here by certify that this project was made by my self and not download the source code from website or plagiarizes from other people.

If it is proven that this project was plagiarizes or copy the other, I'm ready to accept a sanction.

Semarang, July 13, 2009

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FOREWORD

I am very glad, in the end, I can finish my final project : Implementation DFS Algorithm In Snake Game To Find The Longest Path. I couldn't finish this project and report without support from Allah SWT and a lot of people. So in this opportunity, I would like to thanks :

- Allah SWT which guide me and give bless for me.
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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 13, 2009

Indiahgama Prabandini

ABSTRACT

Snake Game is simple game, but in this project, Snake Game has modification where the snake can spend the way as much as possible and the same way can be acrosseed maximal one more again. Snake and wall will holdered in every place in board by user.

This project using tree to moving of snake while finding the longest path. Implementation in tree, this project has four children, it will search from up, right, down, and then left. All the tree will created also doing searching the longest path of way that can be across by snake.

Tree as Data Structure and DFS algorithm can solve this project. Because the pursuit of DFS in here is to find the longest path that can be acrosseed by snake . From the position of snake, doing process of search, if not found wall and not out size of board, snake will move to spend the way as much as possible while not blump wall and not acrosseed the same way more of twice. If the longest path found, the game will finish.

Keyword : Tree, DFS Algorithm, Snake, Wall

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