PROJECT REPORT

Anagrams Solver
Using
Backtracking Algorithm

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PROJECT REPORT

Anagrams Solver Using Backtracking Algorithm

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Here by certify that this project was made by my own and not copy or plagiarism from other people, except that in writing on the article. If it is proven that this project was plagiarism or copy from the other, I'm ready to accept a sanction.

Semarang, 13th of January, 2012

Arif Atmaja
06.02.0018
FOREWORD

Thank God for the final project with title: Quadratic Equation using Bisection Algorithm, Newton's Raphson Algorithm, and Secant Algorithm can be resolved. And in this opportunity, I would like to thanks:

• Jesus Christ that give me power to finish this project.

• My parents, my brother, my sister, and my big family for their support, love, and pray.

• My “hippo” for her support, love, and pray.

• Mr. Suyanto EA, Jr., M.Sc as my supervisor for helping, guiding and giving me ideas and advice in finishing this project.

• All of IKOM lecturer and worker, for cooperate with me all this time.

• My LazyHouse friends which help and support me to finish this project, and also for people who have helped me in prayers and support.

• OMK Futsal Team, where I always participate their futsal schedule.

• Green Hornet, the thing can give me relaxation.

Finally, I would like to apologize if the project is still many shortcomings. I look forward to suggestions and criticism.

Semarang, 13th of January, 2012

[Signature]

Arif Atmaja

06.02.0018
ABSTRACT

Anagrams is one type of word play, in which the letters in the word input were randomized to form other words. and in this case, the authors find a solution to look for possible words formed. Backtracking algorithm is used to optimize the search process that formed the word in the dictionary.

Keyword: Anagrams, Backtracking.
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