

REPORT PROJECT

## **Implementation of DFS Algorithm**

### **In Horse-Games**

Adi Saputro

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**FAKULTAS ILMU KOMPUTER**

**UNIVERSITAS KATOLIK SOEGIJAPRANATA**

Jl. Pawiyatan Luhur IV/1, Bendan Duwur, SEMARANG 50234

Telp. 024-8441555 (hunting) Web: <http://www.unika.ac.id>

Email: [ikom@unika.ac.id](mailto:ikom@unika.ac.id)

# APPROVAL and RATIFICATION PAGE

## PROJECT REPORT

### Implementation Branch and Bound Algorithm in Snake Game

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

With the approval,

Examiners,

Examiners,

Rosita Herawati, ST., MIT

Gregorius Hendita A.K., S.Si, M.Cs

NPP : 058.1.2004.263

NPP : 058.1.2007.272

Examiners,

Supervisor,

R.Setiawan.Aji, ST, McompIT

Hironimus Marlon Leong, M.Kom

NPP : 058.1.2004.264

NPP : 058.1.2007.273

Dean of Faculty of Computer Science,

Hironimus Marlon Leong, M.Kom

NPP : 058.1.2007.273

## STATEMENT of ORIGINALITY

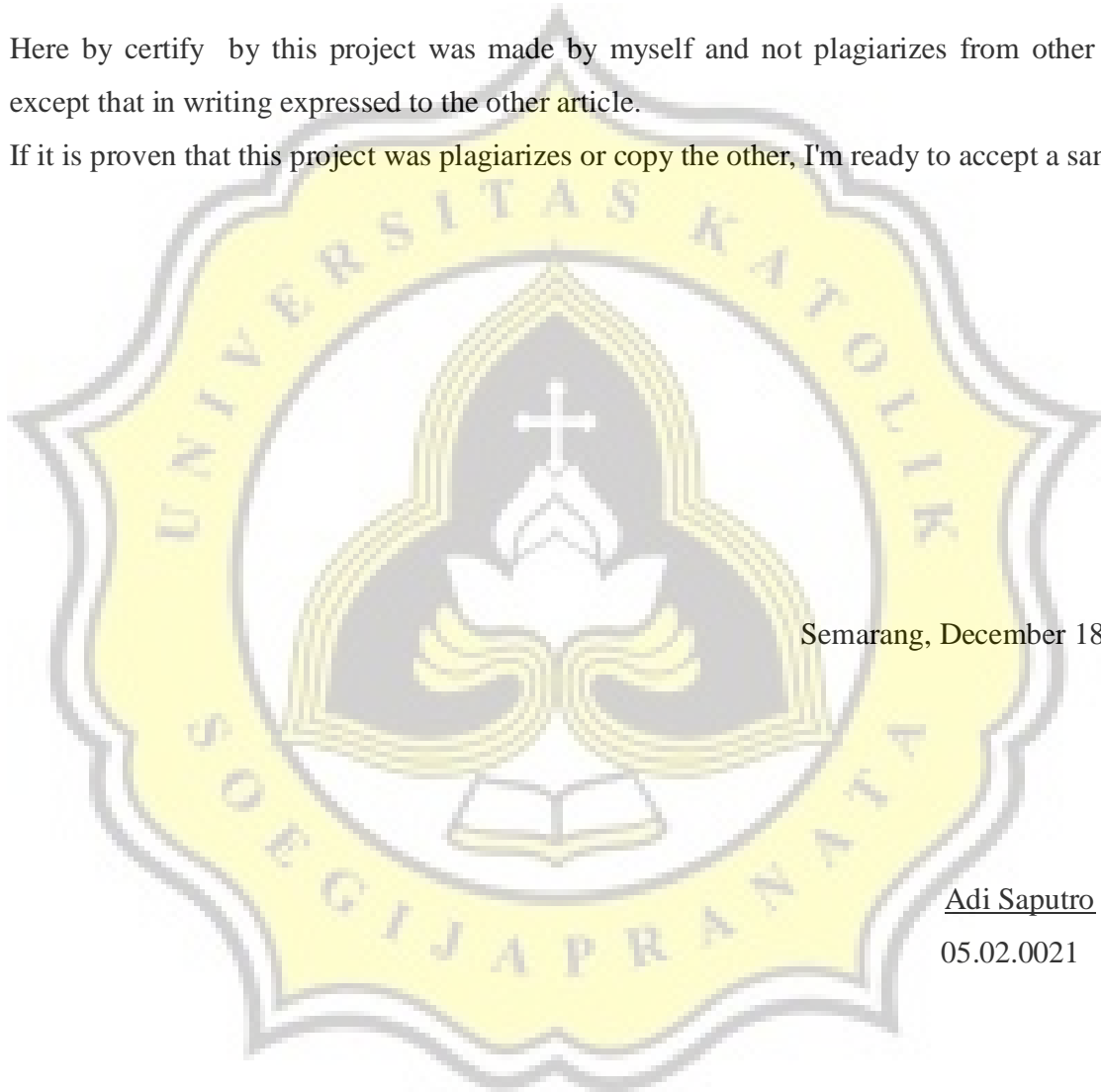
I, the undersigned :

Name : Adi Saputro

ID : 05.02.0021

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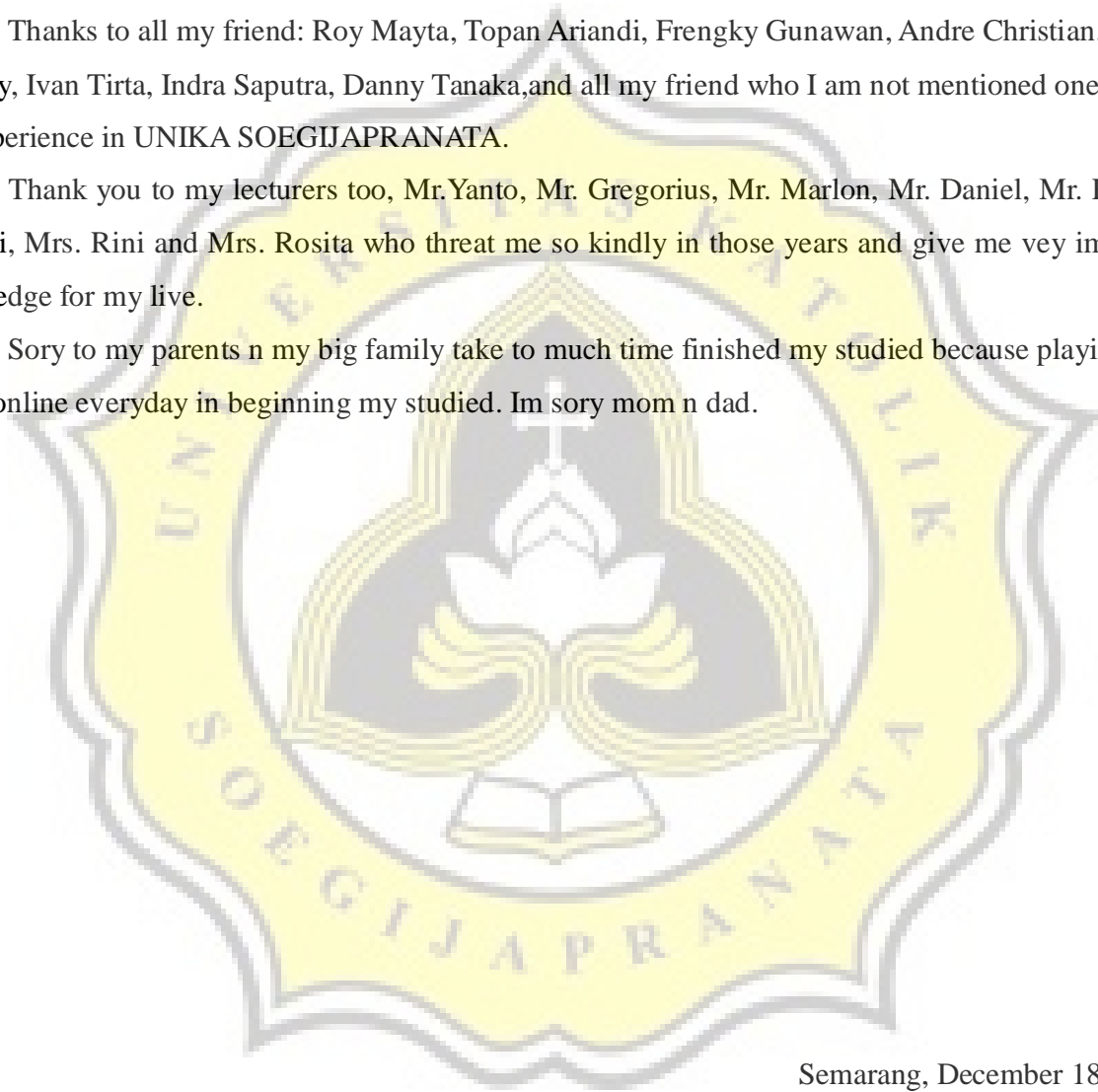
# Foreword

First I want to say thank you to My Lord J.C. for give me a healt and power to finished my project.Thanks to my mom, father, sister, and my girlfriend give me support to finished my studied in UNIKA SOEGIJAPRANATA.

Thanks to all my friend: Roy Mayta, Topan Ariandi, Frengky Gunawan, Andre Christian, Tommy, Ivan Tirta, Indra Saputra, Danny Tanaka,and all my friend who I am not mentioned one by one for experience in UNIKA SOEGIJAPRANATA.

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Sory to my parents n my big family take to much time finished my studied because playing game online everyday in beginning my studied. Im sory mom n dad.



Semarang, December 18<sup>th</sup>, 2009

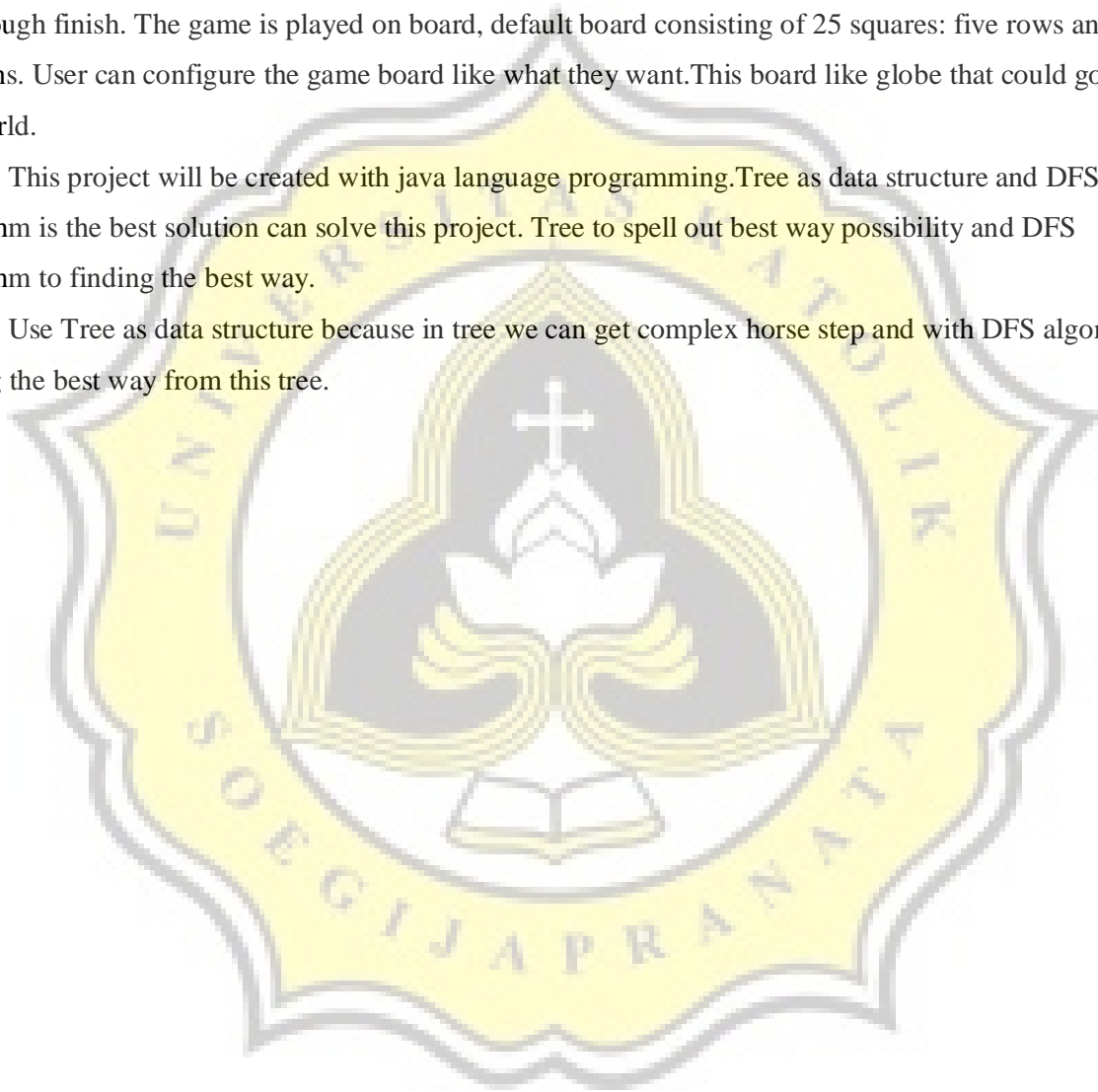
Adi Saputro

# ABSTRACT

Horse goes to stable game is a game where computer can find best solution for discover stable as the finish. In this game, user only put the object that they interest. The object contains horse and finish. Where horse must go through entire finish. This game won if horse can go to finish. This game failed if horse can't go through finish. The game is played on board, default board consisting of 25 squares: five rows and five columns. User can configure the game board like what they want. This board like globe that could go over the world.

This project will be created with java language programming. Tree as data structure and DFS algorithm is the best solution can solve this project. Tree to spell out best way possibility and DFS algorithm to finding the best way.

Use Tree as data structure because in tree we can get complex horse step and with DFS algorithm to finding the best way from this tree.



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