ABSTRACT

ALGORITHM IMPLEMENTATION OF LAYER-BY-LAYER FOR COMPLETING THE GAME RUBIKS CUBE

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The Game Rubik's Cube is a puzzle mechanics for suitable the color boxed back to the sides which correspondend the color group. This games was created to implement the algorithm layer by layer and used to solved rubik's with gradually. Currently, there are many people who had not succeeded to developing a scrambled rubik's cube. They can not solving rubiks shuffle because game Rubik cube is one of games difficult to resolve, this games need to memorizing some movement to solve it. Whereas solve the algorithm Rubik usually had been found.

Implementation the algorithm layer by layer in a game rubik based on procedure layer by layer to get how best step to solve this games. The algorithm used to solve Rubik start of the first layer on top, then the middle layer and the layer bottom. Rubiks cube settlement hade been found in the form of algorithms, therefore a computer program or software to complete the Rubiks cube can be made.

The results of testing this application, we can find the other solution than the colors resolution to organize a randomized, algorithm layer by layer also provides search results which is the optimal solution to the group re-arrangement of the Rubik colors. Testing alpha generated by layer by layer In a functional system that has been built already able to produce the expected output, as well as calculations performed with a layer by layer has been generated from the starting point to destination point in solving a scrambled Rubik. The resulting step is a step structured way to make rubik.

Keywords: Puzzle, Rubiks, the Cube, Layers, Notations, Algorithm.