

The main goal of this thesis is to simplify the beginners' experience with learning and independently solving the Rubik's cube. We provide different perspectives on how to find the solution for this puzzle. For better understanding of the problem we describe the theory, ideas and the history of multiple solving algorithms. The implementation of all used components, chosen solving process for beginners, appearance of the application environment and the interactivity of different elements is explained and described in an easily understandable way. We included insights on the teaching process and analysis of its effectiveness in comparison to similar existing solutions. User has an option of adding their own solving algorithm in text format. The text contains user documentation, handles feedback from test subjects and suggests possible improvements for future development.