Practice 13. Let’s Catch the Lion: Matcher Guide

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You can find a directory **matcher** in your home directory.

There are
- `init.txt`: data representing initial state of the game
- `p1`, `p2`: identical stupid program
- `mover`: program that changes the state once
- `matcher.sh`: shell script that matches two program

**How to use**
- `./matcher.sh [program1] [program2]`
  - `ex): ./matcher.sh p1 p2`
- `program1 starts first`
Guide

p1 turn

gle
oco
oCo
ELG

input to p1

output of p1

G C4 C3

p2 turn

elo
ocg
oCo
GLE

input to p2

output of p2

G A4 A3

...
Guide

- The matching program will detect
  - illegal moves or placements
  - invalid output format
- There may be problems, so please report to the TA.