

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

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Guide

- 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

G C4 C3 ← output of p1

p2 turn =====

elo

ocg

oCo

GLE

← input to p2

G A4 A3 ← output of p2

...

Guide

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