package gup;  
import gup.\*;  
enum colours{*red*,*orange*,*yellow*,*green*,*cyan*,*blue*,*purple*,*black*,*white*,*gray*}  
  
public class war {  
 public static void main(String[] args)  
 {  
 battlefield bf = new battlefield();  
 bf.initialize();  
 bf.cheer();  
 bf.stggc\_snaketype();  
 bf.university\_snaketype();  
 bf.print();  
 bf.restart();  
 bf.cheer();  
 bf.stggc\_snaketype();  
 bf.cranewingtype();  
 bf.print();  
 bf.restart();  
 bf.cheer();  
 bf.stggc\_snaketype();  
 bf.gooseflyingtype();  
 bf.print();  
 bf.restart();  
 bf.cheer();  
 bf.stggc\_snaketype();  
 bf.horizontalwheeltype();  
 bf.print();  
 bf.restart();  
 bf.cheer();  
 bf.stggc\_snaketype();  
 bf.arrowtype();  
 bf.print();  
 }  
}  
  
  
class human {  
 java.lang.String name;  
 char code;  
 //int no;  
 //colours colour;  
 //int row;  
 //int col;  
}  
  
class stggc\_student extends human  
{  
 /\*private TEAM ;  
 enum SGTTC{  
 darjeeling("darjeeling", colours.red);// assam  
  
 private java.lang.String name;  
 private colours colour;  
  
 TEAM(java.lang.String name, colours colour)  
 {  
 this.colour = colour;  
 this.name = name;  
 }  
 }\*/  
 /\*private TEAM team;  
 enum TEAM{  
 //FIRST("老大", colours.red), SECOND("老二", colours.orange), THIRD("老三", "黄色"),  
 //FORTH("老四", "绿色"), FIFTH("老五","青色"), SIXTH("老六", "蓝色"), SEVENTH("老七", "紫色");  
 darjeeling("darjeeling", colours.red), assam("assam", colours.yellow),  
 orange\_pekoe("orange pekoe", colours.orange), rose\_hip("rose hip", colours.green),  
 rukuriri("rukuriri", colours.cyan), hurb("hurb", colours.blue),  
 cranberry("cranberry", colours.purple);  
  
 private java.lang.String name;  
 private colours colour;  
  
 TEAM(java.lang.String name, colours colour)  
 {  
 this.colour = colour;  
 this.name = name;  
 }  
 }\*/  
 colours colour;  
}  
  
/\*class shimada extends human  
{  
 void do\_nothing(){};  
}\*/  
class alice extends human  
{  
 public alice()  
 {  
 this.name = "alice";  
 this.code = 'E';  
 }  
}  
  
class university\_student extends human  
{  
 university\_student()  
 {  
 this.code = 'U';  
 }  
}  
  
class unit  
{  
 boolean is\_occupied;  
 human people;  
 unit()  
 {  
 is\_occupied = false;  
 //people = new human();  
 }  
}  
  
class battlefield  
{  
 private unit[][] field = new unit[17][17];  
 //unit[][] oldfield = new unit[17][17];  
  
 private stggc\_student[] stggc\_members;  
 private stggc\_student oral\_gray = new stggc\_student();  
 private shimada alice = new shimada();  
 private shimada kasam = new shimada();  
 private university\_student[] university\_members;  
 //field = new human  
 void initialize() {  
 for (int i = 0; i < 17; i++)  
 for (int j = 0; j < 17; j++)  
 field[i][j] = new unit();  
  
 /\*for (int i = 0; i < 17; i++)  
 for (int j = 0; j < 17; j++)  
 oldfield[i][j] = new unit();\*/  
  
 stggc\_members = new stggc\_student[7];  
 //stggc\_members[0].no = 1;  
 for (int i = 0; i < 7; i++)  
 stggc\_members[i] = new stggc\_student();  
  
 stggc\_members[0].name = "darjeeling";  
 stggc\_members[0].colour = colours.*red*;  
 stggc\_members[0].code = 'D';  
 stggc\_members[1].name = "assam";  
 stggc\_members[1].colour = colours.*orange*;  
 stggc\_members[2].name = "orange pekoe";  
 stggc\_members[2].colour = colours.*yellow*;  
 stggc\_members[3].name = "rose hip";  
 stggc\_members[3].colour = colours.*green*;  
 stggc\_members[4].name = "rukuriri";  
 stggc\_members[4].colour = colours.*cyan*;  
 stggc\_members[5].name = "herb";  
 stggc\_members[5].colour = colours.*blue*;  
 stggc\_members[6].name = "cranberry";  
 stggc\_members[6].colour = colours.*purple*;  
 stggc\_members[1].code = 'A';  
 stggc\_members[2].code = 'O';  
 stggc\_members[3].code = 'R';  
 stggc\_members[4].code = 'K';  
 stggc\_members[5].code = 'H';  
 stggc\_members[6].code = 'C';  
 alice.name = "alice";  
 alice.code = 'E';  
 kasam.name = "chiyo";  
 kasam.code = 'Y';  
 oral\_gray.name = "oral gray";  
 oral\_gray.code = 'G';  
 university\_members = new university\_student[6];  
 for(int i = 0; i < 6; i++)  
 university\_members[i] = new university\_student();  
 }  
  
 void cheer()  
 {  
 field[1][0].is\_occupied = true;  
 field[1][0].people = oral\_gray;  
 field[1][16].is\_occupied = true;  
 field[1][16].people = kasam;  
 }  
  
 //变换阵型之前要先记录当前阵型  
 //this has been abandoned in the second time to modify  
 void stggc\_snaketype()  
 {  
 /\*for(int i = 0; i < 17; i++)  
 {  
 oldfield[i][0].is\_occupied = field[i][0].is\_occupied;  
 oldfield[i][0].people = field[i][0].people;  
 }\*/  
 for(int i = 5; i < 12; i++)  
 {  
 field[i][0].is\_occupied = true;  
 field[i][0].people = stggc\_members[i - 5];  
 }  
  
 //field[0][1].people = stggc\_members[0];  
 }  
  
 void university\_snaketype()  
 {  
 /\*for(int i = 0; i < 17; i++)  
 {  
 oldfield[i][0].is\_occupied = field[i][0].is\_occupied;  
 oldfield[i][0].people = field[i][0].people;  
 }\*/  
 field[5][16].is\_occupied = true;  
 field[5][16].people = alice;  
 for(int i = 6; i < 12; i++)  
 {  
 field[i][16].is\_occupied = true;  
 field[i][16].people = university\_members[i - 6];  
 }  
 }  
  
 void cranewingtype()  
 {  
 /\*for(int i = 0; i < 17; i++)  
 {  
 oldfield[i][0].is\_occupied = field[i][0].is\_occupied;  
 oldfield[i][0].people = field[i][0].people;  
 }\*/  
 for(int i = 7; i < 10; i++)  
 {  
 field[i][i + 3].people = university\_members[i - 7];  
 field[i][i + 3].is\_occupied = true;  
 }  
 for(int i = 14; i < 17; i++)  
 {  
 field[23 - i][i].people = university\_members[i - 11];  
 field[23 - i][i].is\_occupied = true;  
 }  
 field[10][13].people = alice;  
 field[10][13].is\_occupied = true;  
 }  
  
 void gooseflyingtype()  
 {  
 /\*for(int i = 0; i < 17; i++)  
 {  
 oldfield[i][0].is\_occupied = field[i][0].is\_occupied;  
 oldfield[i][0].people = field[i][0].people;  
 }\*/  
 field[11][10].is\_occupied = true;  
 field[11][10].people = alice;  
 for(int i = 11; i < 17; i++)  
 {  
 field[21 - i][i].is\_occupied = true;  
 field[21 - i][i].people = university\_members[i - 11];  
 }  
 }  
  
 void horizontalwheeltype()  
 {  
 /\*for(int i = 0; i < 17; i++)  
 {  
 oldfield[i][0].is\_occupied = field[i][0].is\_occupied;  
 oldfield[i][0].people = field[i][0].people;  
 }\*/  
 field[5][15].is\_occupied = true;  
 field[5][15].people = alice;  
 for(int i = 7; i < 12; i+=2)  
 {  
 field[i][15].is\_occupied = true;  
 field[i][15].people = university\_members[i - 7];  
 }  
 for(int i = 6; i < 11; i+=2)  
 {  
 field[i][16].is\_occupied = true;  
 field[i][16].people = university\_members[i - 5];  
 }  
 }  
  
 void arrowtype()  
 {  
 /\*for(int i = 0; i < 17; i++)  
 {  
 oldfield[i][0].is\_occupied = field[i][0].is\_occupied;  
 oldfield[i][0].people = field[i][0].people;  
 }\*/  
 field[6][14].is\_occupied = true;  
 field[6][14].people = alice;  
 field[7][13].is\_occupied = true;  
 field[7][13].people = university\_members[0];  
 field[7][15].is\_occupied = true;  
 field[7][15].people = university\_members[1];  
 field[8][12].is\_occupied = true;  
 field[8][12].people = university\_members[2];  
 field[8][14].is\_occupied = true;  
 field[8][14].people = university\_members[3];  
 field[8][16].is\_occupied = true;  
 field[8][16].people = university\_members[4];  
 field[9][14].is\_occupied = true;  
 field[9][14].people = university\_members[5];  
  
 }  
  
 void restart()  
 {  
 for (int i = 0; i < 17; i++)  
 for (int j = 0; j < 17; j++)  
 field[i][j].is\_occupied = false;  
 for(int i = 0; i < 17; i++)  
 System.*out*.print('-');  
 System.*out*.println(' ');  
 }  
  
 void print()  
 {  
 for(int i = 0; i < 17; i++)  
 for(int j = 0; j < 17; j++)  
 if(!field[i][j].is\_occupied && j != 16)  
 System.*out*.print(' ');  
 else if(!field[i][j].is\_occupied && j == 16)  
 System.*out*.println(' ');  
 else if(field[i][j].is\_occupied && j != 16)  
 System.*out*.print(field[i][j].people.code);  
 else  
 System.*out*.println(field[i][j].people.code);  
 }  
}