ESCUELA SUPERIOR DE INGENIERÍA

INGENIERÍA TÉCNICA EN INFORMÁTICA DE GESTIÓN

Dominous: simulador libre de dominó

Ignacio Palomo Duarte

19 de junio de 2011

ESCUELA SUPERIOR DE INGENIERÍA

INGENIERO TÉCNICO EN INFORMÁTICA DE GESTIÓN

DOMINOUS: SIMULADOR LIBRE DE DOMINÓ

- Departamento: Lenguajes y Sistemas Informáticos
- Directores del proyecto: Manuel Palomo Duarte e Inmaculada Medina Bulo
- Autor del proyecto: Ignacio Palomo Duarte

Cádiz, 19 de junio de 2011

Fdo: Ignacio Palomo Duarte

Agradecimientos

Me gustaria agradecer y/o dedicar este texto a ...

Licencia

Notación y formato

Aquí incluiremos los aspectos relevantes a la notación y el formato a lo largo del documento. Para simplificar podemos generar comandos nuevos que nos ayuden a ello, ver `comandos.sty` para más información.
Cuando nos refiramos a un programa en concreto, utilizaremos la notación:
emacs.

Cuando nos refiramos a un comando, o función de un lenguaje, usaremos la notación:
`quicksort`.

Índice general

Indice de figuras

Indice de tablas

Capítulo 1

Introducción

1.1. ¿Por qué un simulador de dominó?

A la hora de embarcarse en el desarrollo de un Proyecto Fin de Carrera, la primera duda es obvia: ¿Sobre qué va a versar mi proyecto?.

El Proyecto Fin de Carrera es el culmen a un largo período de aprendizaje, exámenes y vivencias y experiencias, y por estas razones la elección de una temática para el proyecto es compleja, ya que tenemos diferentes necesidades, limitaciones e impulsos:

1. Por una parte el proyecto es una facción más de nuestros estudios universitarios, que debemos solventar con éxito, y esta circunstancia nos puede llevar a buscar un proyecto más recortado o limitado en cuanto a requerimientos de tiempo y conocimiento.

2. Pero por otra parte nuestra faceta de ingenieros nos impulsa a aprender, a enfrentarnos con nuevos problemas y dificultades, a atacar ejercicios mentales duros e interesantes para hacer sudar nuestra mente.

Y después de tantear varios proyectos que tenía en mente, mis tutores me presentaron la posibilidad de embarcarme en el desarrollo de un simulador de dominó. Al principio tomé la idea un poco en broma, ya que la temática en principio puede parecer poco tecnológica, demasiado localizada o con escaso atractivo, pero una vez analizado, el proyecto tenía todo lo que le podía pedir:

1. El apartado de Inteligencia Artificial es muy complejo, con lo cual se puede abordar de diferentes maneras, aplicando diferentes técnicas de sistemas expertos. Además es un problema de elevada complejidad computacional si intentamos resolverlo mediante simples árboles de decisión: como el juego se desarrolla dentro de un marco de conocimiento limitado (no conocemos las fichas de los demás jugadores) se produce una explosión combinatoria que nos obliga a buscar otros métodos y herramientas.

2. Por otro lado FIXME

1.2. Estructura de la memoria

Esta memoria se estructurará de la siguiente forma: FIXME

Capítulo 2

Conceptos básicos

2.1. Conceptos básicos

2.1.1. El dominó

Historia del dominó

Reglas básicas

Estructura de una partida simple

El dominó es un juego de señores

Juego por parejas

Técnicas avanzadas

2.1.2. Inteligencia artificial

A la hora de afrontar un proyecto que simule cierto comportamiento *humano*, debemos acercarnos a esa rama de la Informática llamada Inteligencia Artificial, en busca de herramientas, técnicas y metodologías que nos ayuden a afrontar este difícil problema, probablemente uno de los más complicados dentro de la Ingeniería Informática

Sistemas expertos

Otros

Capítulo 3

Planificación

3.1. Planificación

Para el desarrollo de **Dominous** se decidió utilizar el modelo evolutivo iterativo incremental para el ciclo de vida del proyecto. La decisión fue tomada ya que, a pesar de tener acotado el ámbito y los requisitos del programa, la funcionalidad concreta de cada uno de los apartados se desconocía en un principio.

El modelo iterativo incremental es un modelo de tipo evolutivo que está basado en varios ciclos cascada realimentados aplicados repetidamente, con una filosofía iterativa. Como se comenta en BUSCAR CITE, al final de cada iteración se le realiza una entrega al cliente final; en este caso, el cliente ha sido el tutor del proyecto, que a cada iteración iba dictando las líneas maestras generales a tomar a cada nuevo paso. Las ventajas de utilizar un modelo iterativo incremental son básicamente los siguientes:

1. Construir un sistema pequeño es siempre menos costoso en términos de riesgo.

2. Al ir desarrollando parte de las funcionalidades, es más fácil determinar si los requerimientos planeados para los niveles subsiguientes son correctos.

3. Si se comete algún error grave, sólo la última iteración necesita ser descartada.

4. Reduciendo el tiempo de desarrollo de un sistema (en este caso en incremento del sistema) decrecen las probabilidades que esos requerimientos de usuarios puedan cambiar durante el desarrollo.

5. Los errores de desarrollo realizados en un incremento, pueden ser arreglados antes del comienzo del próximo incremento.

El proyecto **Dominous** consta de tres subsistemas que son los que ocupan el grueso del desarrollo:

1. El primero es el motor de la partida: Controla los jugadores, las fichas en la mesa, la partida, situaciones irregulares y cualquier otro elemento referente únicamente al ámbito del dominó.

2. Por otro lado está el motor gráfico, que será la interfaz entre la partida y el usuario, permitiendo el movimiento fluido por las diferentes secciones del programa e interactuando de forma directa con el motor de la partida, mostrando las fichas actuales y habilitando la interacción del jugador con el mundo.

3. Y por último tenemos el motor de Inteligencia Artificial. Este motor será el que alimente la inteligencia y las acciones y decisiones de los jugadores controlados por el ordenador.

3.1.1. Incrementos realizados

A continuación se citan los diferentes incrementos que se han ido realizando en el desarrollo del proyecto.

Preliminares y herramientas

El primer paso a la hora de enfrentarse a un proyecto es decidir las herramientas que vamos a utilizar. Para todo el tema del aspecto gráfico, mi tutor me recomendó que utilizara las librerías SDL[1], ya que son unas librerías orientadas al desarrollo de videojuegos con varias particularidades:

1. Son completas, ya que permiten gestionar operaciones de dibujo en dos dimensiones, efectos de sonido y música, carga y gestión de imágenes, subsistemas de control de métodos de entrada, etcétera, por lo que contamos con una solución global para desarrollar videojuegos.

2. Están programas en C, por lo que se puede esperar un buen rendimiento de las librerías en diferentes entornos.

3. Multiplataforma: es compatible oficialmente con los sistemas Microsoft Windows, GNU/Linux, Mac OS y QNX, además de otras arquitecturas y sistemas menos comunes como Sega Dreamcast, Sony PSP, WebOS, Google Android o Symbian entre otros.

4. Tampoco hay que mantener al margen la característica de que cuenta con wrapper a otros lenguajes de programación como entre los que se encuentran C++, Ada, C#, BASIC, Erlang, Lua, Java o Python, por lo que nos da bastante libertad para elegir un lenguaje de programación principal

5. Publicado bajo licencia LGPL, con todas las ventajas que conlleva.

6. Y por último no hay que menospreciar que mi tutor emplea SDL a la hora de impartir la asignatura de diseño de videojuegos, y contar con esa base de conocimiento nos ayudará a desarrollar más rápidamente y solucionar antes nuestros posible problemas.

Figura 3.1: Logotipo de la librería Simple DirectMedia Layer

En este aspecto, la utilización de las librerías SDL estaba clara. Potencia, comodidad, multiplataforma y con la posibilidad de utilizar diferentes lenguajes de programación.
Y una vez que tocamos el tema de los lenguajes de programación, entra en escena la problemática sobre qué lenguaje utilizar. En principio se pensó emplear el lenguaje C++ por dos sencillas razones:

[1] Simple Directmedia Layer

1. Por un lado es un lenguaje que hemos aprendido en la carrera, se ha utilizado en varias asignaturas de diferentes ramas, con lo cual la comodidad y familiaridad que podemos tener a la hora de programar es un punto importante a tener en cuenta.

2. Tampoco podemos olvidar que, al ser un lenguaje compilado, la velocidad de ejecución que se consigue es interesante, y mucho más tratándose de temas como la inteligencia artificial (donde puede ser necesario un uso intensivo de los recursos del sistema) o el desarrollo de videojuegos (en el que la potencia del ordenador repercute en una mejor experiencia del usuario)

Pero hay que detenerse un momento y pensar en la naturaleza del proyecto. Aunque el programa a desarrollar sea un videojuego, no hay que olvidar que hay diferentes tipos de juegos, que pueden condicionar o influir en nuestra forma de programarlo. En el caso del dominó, lo primero que debemos tener en cuenta es que el apartado gráfico no va a requerir de una gran potencia o despliegue de efectos: el dominó es un juego pausado y a diferencia de otros videojuegos lo importante en este caso es mostrar al usuario la información de la partida de una forma clara y sencilla, para que el jugador evalúe las posibilidades de acción y actúe en consecuencia.

Si tenemos en cuenta estas circunstancias, existen otros lenguajes que también deben entrar en juego, como por ejemplo **Python**. Buscando las diferencias, ventajas y desventajas de Python frente a C++, obtenemos el siguiente listado:

1. Python es un lenguaje interpretado, a diferencia de C++ que es compilado. Este aspecto podría suponer una desventaja ya que al ser interpretado puede resultar más lento, pero analicemos pausadamente estos factores:

    - Como ya hemos comentado previamente, no
    - Como ya hemos comentado previamente, no

Capítulo 4

Análisis

4.1. Análisis

Capítulo 5

Diseño

5.1. Diseño

Capítulo 6

Implementación

6.1. Implementación

Capítulo 7

Pruebas

7.1. Pruebas

Capítulo 8

Conclusiones

8.1. Conclusiones

Capítulo 9

Apéndices

9.1. Apéndices

Bibliografía

[1] Dimitri Van Heesch. Pagina oficial de Doxygen. http://www.doxygen.org.

[2] Gerardo Aburruzaga García. Make. Un programa para controlar la recompilación. http://www.uca.es/softwarelibre/publicaciones/make.pdf.

Software utilizado

Es usual en un PFC referenciar que software has usado para la realización del mismo. Aprovecharé este apartado para que conozcas alguna herramienta que puede serte de ayuda para realizar tus documentos en LaTeX

Emacs + AucTeX

Emacs es uno de los programas de edición más usados por desarrolladores de software, ya que es bastante versatil admitiendo gran cantidad de "plugins" o extensiones que permiten ampliar aun más sus funcionalidades.

Uno de estos plugins es AucTeX[**?**], el cual incluye rutas para ciertos comandos, resaltado de sintaxis, previsualización del documento, menú matemático en el cual podemos acceder e insertar la gran mayoria de los símbolos matemáticos, para no tener que memorizarlos. Podemos ver un ejemplo de Emacs + AucTeXen la figura 9.1
Por ejemplo, para cerrar un entorno `\begin()`, con su respectivo `\end()`, utilizaremos el atajo `C-c M-]`, para añadir un `\item`, tenemos el atajo `C-c C-j`, y así unos cuantos, que una vez que nos habituamos a ellos, son bastante cómodos.

Además, es bastante configurable, con indentado automático, corrector ortográfico y demás. El fichero adjunto a este documento, *conf_emacs* incluye una configuración con varias de estas opciones.

Doxygen

Realmente, *Doxygen* [1] no es una herramienta que vayamos a utilizar para realizar documentos LaTeX directmaente. Sin embargo, para la documentación de código si es bastante util.

Esta herramienta realiza una documentación automática de código fuente. Es decir, para nuestro PFC, podemos utilizar para generar la documentación de las APIs de nuestras librerias y demás. Puede generar esta documentación en varios formatos, y entre ellos, LaTeX, de forma que podemos utilizar ese código generado en nuestra memoria de forma automática.

GNU Make

GNU Make es el programa de recompilación y de control de dependencias por excelencia. Se puede utilizar para compilar proyectos software en diversos códigos, o como en el caso de este documento, para compilar documentos LaTeX con diversas opciones.

Para más información [2]

Dia

Dia es un editor de gráficos vectoriales el cual incluye distintas plantillas para distintos tipos de gráficos, como pueden ser UML, ERe, diagramas de flujo, esquemas Cisco de red y un larguísimo etcétera. Podemos ver el interfaz en la figura 9.2
Estos diagramas podemos exportarlos a diversos formatos de imagen (`.png`, `.eps`, ...) o a formato `.tex`, como vimos anteriormente.

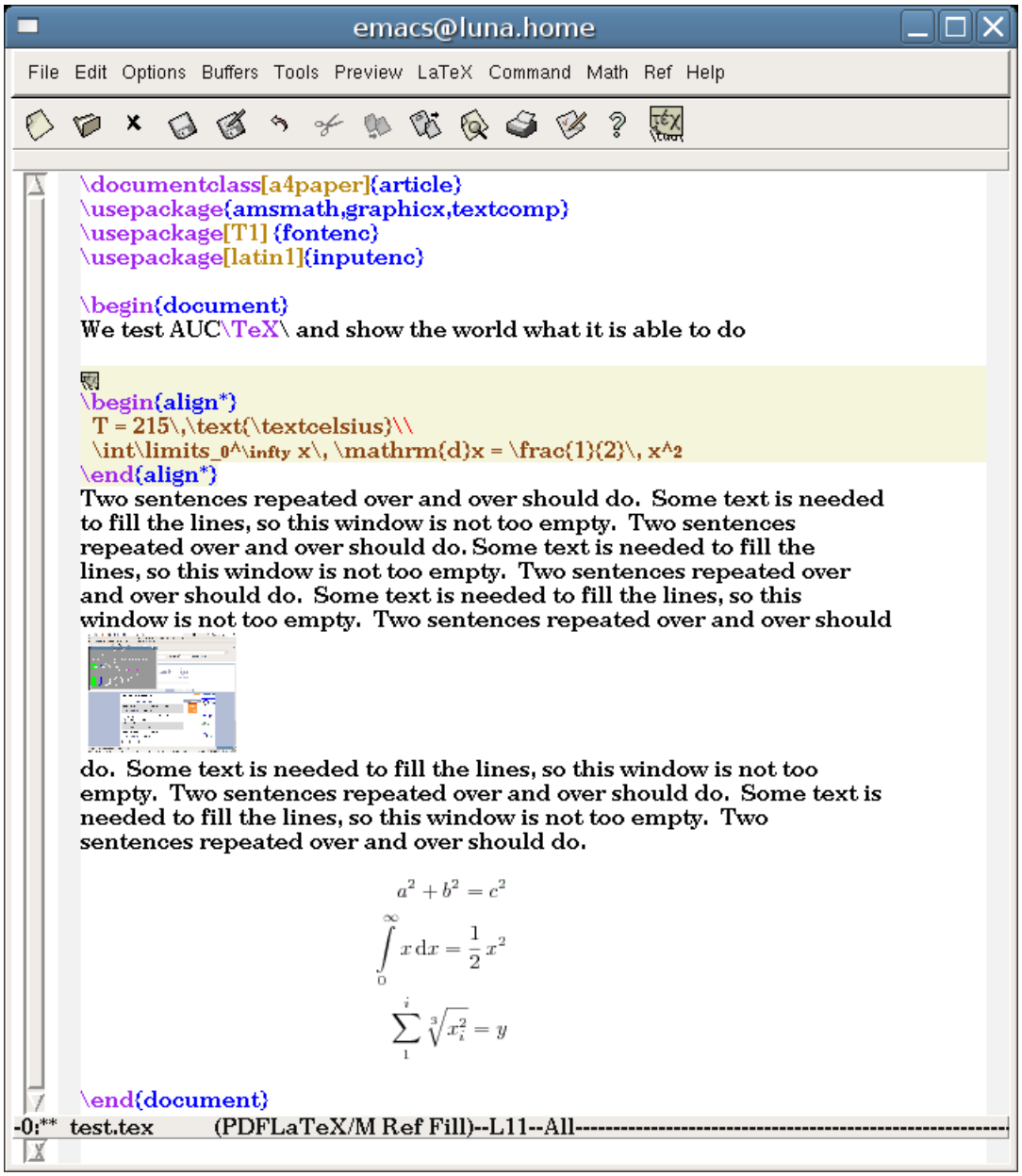

Figura 9.1: Emacs + AucTEX

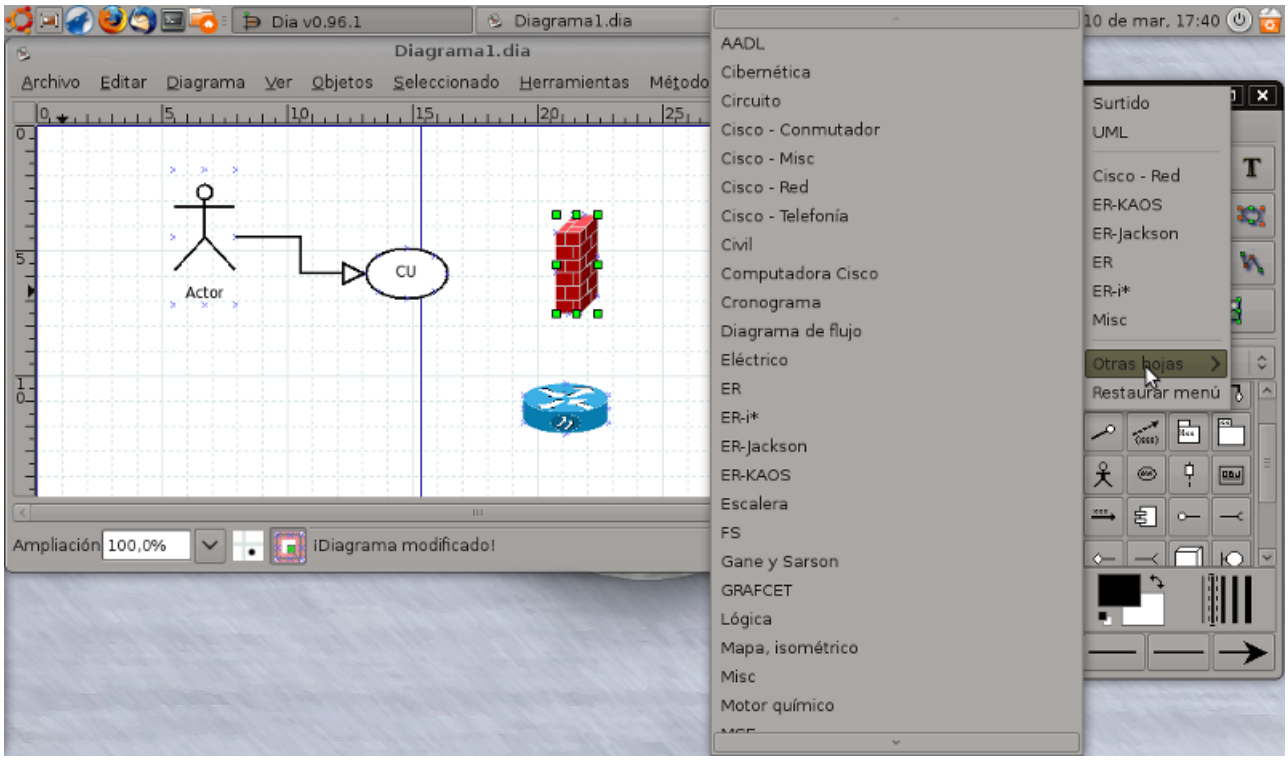

Figura 9.2: Interfaz de Dia

Instalación de LaTeX

Veamos que tenemos que hacer para instalar LaTeX con todas sus capacidades en un sistema basado en Debian, como Ubuntu. Primero hay que tener en cuenta que LaTeX es relativamente pesado con respecto a otros compiladores.

Nosotros vamos a utilizar la distribución de LaTeX incluida en los repositorios de Ubuntu llamada *texlive*. Si la buscas en tu gestor de paquetes, encontrarás infinidad de paquetes aparte del principal. Existen otras distribuciones como TeTeX

Si instalas solo los básicos, es decir instalas *texlive* y los programas necesarios para él, no podrás compilar este documento, ya que faltarian paquetes tales como *supertabular* y varios. Por eso, si no tienes problema de espacio en el disco duro te recomiendo que instales el paquete *texlive-full*, que instala **todos** los paquetes de *texlive*, incluyendo documentación en todos los idiomas disponibles. Si buscas no tener problemas de dependencias, este es tu método.

```
sudo apt-get install texlive-full
```

En caso de querer ser un poco más concreto, en principio puedes trabajar con la más básica (*texlive* y sus dependencias) y en función de los paquetes que te vayan faltando, los instalas.

GNU Free Documentation License

Version 1.3, 3 November 2008

<http://fsf.org/>

Preamble

The purpose of this License is to make a manual, textbook, or other functional and useful document "free" in the sense of freedom: to assure everyone the effective freedom to copy and redistribute it, with or without modifying it, either commercially or noncommercially. Secondarily, this License preserves for the author and publisher a way to get credit for their work, while not being considered responsible for modifications made by others.
This License is a kind of "copyleft", which means that derivative works of the document must themselves be free in the same sense. It complements the GNU General Public License, which is a copyleft license designed for free software.
We have designed this License in order to use it for manuals for free software, because free software needs free documentation: a free program should come with manuals providing the same freedoms that the software does. But this License is not limited to software manuals; it can be used for any textual work, regardless of subject matter or whether it is published as a printed book. We recommend this License principally for works whose purpose is instruction or reference.

1. APPLICABILITY AND DEFINITIONS

This License applies to any manual or other work, in any medium, that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. Such a notice grants a world-wide, royalty-free license, unlimited in duration, to use that work under the conditions stated herein. The "**Document**", below, refers to any such manual or work. Any member of the public is a licensee, and is addressed as "**you**". You accept the license if you copy, modify or distribute the work in a way requiring permission under copyright law.
A "**Modified Version**" of the Document means any work containing the Document or a portion of it, either copied verbatim, or with modifications and/or translated into another language.
A "**Secondary Section**" is a named appendix or a front-matter section of the Document that deals exclusively with the relationship of the publishers or authors of the Document to the Document's overall subject (or to related matters) and contains nothing that could fall directly within that overall subject. (Thus, if the Document is in part a textbook of mathematics, a Secondary Section may not explain any mathematics.) The relationship could be a matter of historical connection with the subject or with related matters, or of legal, commercial, philosophical, ethical or political position regarding them.

The "**Invariant Sections**" are certain Secondary Sections whose titles are designated, as being those of Invariant Sections, in the notice that says that the Document is released under this License. If a section does not fit the above definition of Secondary then it is not allowed to be designated as Invariant. The Document may contain zero Invariant Sections. If the Document does not identify any Invariant Sections then there are none.
The "**Cover Texts**" are certain short passages of text that are listed, as Front-Cover Texts or Back-Cover Texts, in the notice that says that the Document is released under this License. A Front-Cover Text may be at most 5 words, and a Back-Cover Text may be at most 25 words.
A "**Transparent**" copy of the Document means a machine-readable copy, represented in a format whose specification is available to the general public, that is suitable for revising the document straightforwardly with generic text editors or (for images composed of pixels) generic paint programs or (for drawings) some widely available drawing editor, and that is suitable for input to text formatters or for automatic translation to a variety of formats suitable for input to text formatters. A copy made in an otherwise Transparent file format whose markup, or absence of markup, has been arranged to thwart or discourage subsequent modification by readers is not Transparent. An image format is not Transparent if used for any substantial amount of text. A copy that is not "Transparent" is called "**Opaque**".
Examples of suitable formats for Transparent copies include plain ASCII without markup, Texinfo input format, LaTeX input format, SGML or XML using a publicly available DTD, and standard-conforming simple HTML, PostScript or PDF designed for human modification. Examples of transparent image formats include PNG, XCF and JPG. Opaque formats include proprietary formats that can be read and edited only by proprietary word processors, SGML or XML for which the DTD and/or processing tools are not generally available, and the machine-generated HTML, PostScript or PDF produced by some word processors for output purposes only.
The "**Title Page**" means, for a printed book, the title page itself, plus such following pages as are needed to hold, legibly, the material this License requires to appear in the title page. For works in formats which do not have any title page as such, "Title Page" means the text near the most prominent appearance of the work's title, preceding the beginning of the body of the text.
The "**publisher**" means any person or entity that distributes copies of the Document to the public.
A section "**Entitled XYZ**" means a named subunit of the Document whose title either is precisely XYZ or contains XYZ in parentheses following text that translates XYZ in another language. (Here XYZ stands for a specific section name mentioned below, such as "**Acknowledgements**", "**Dedications**", "**Endorsements**", or "**History**".) To "**Preserve the Title**" of such a section when you modify the Document means that it remains a section "Entitled XYZ" according to this definition.
The Document may include Warranty Disclaimers next to the notice which states that this License applies to the Document. These Warranty Disclaimers are considered to be included by reference in this License, but only as regards disclaiming warranties: any other implication that these Warranty Disclaimers may have is void and has no effect on the meaning of this License.

2. VERBATIM COPYING

You may copy and distribute the Document in any medium, either commercially or noncommercially, provided that this License, the copyright notices, and the license notice saying this License applies to the Document are reproduced in all copies, and that you add no other conditions whatsoever to those of this License. You may not use technical measures to obstruct or control the reading or further copying of the copies you make or distribute. However, you may accept compensation in exchange for copies. If you distribute a large enough number of copies you must also follow the conditions in section 3.
You may also lend copies, under the same conditions stated above, and you may publicly display copies.

3. COPYING IN QUANTITY

If you publish printed copies (or copies in media that commonly have printed covers) of the Document, numbering more than 100, and the Document's license notice requires Cover Texts, you must enclose the copies in covers that carry, clearly and legibly, all these Cover Texts: Front-Cover Texts on the front cover, and Back-Cover Texts on the back cover. Both covers must also clearly and legibly identify you as the publisher of these copies. The front cover must present the full title with all words of the title equally prominent and visible. You may add other material on the covers in addition. Copying with changes limited to the covers, as long as they preserve the title of the Document and satisfy these conditions, can be treated as verbatim copying in other respects.
If the required texts for either cover are too voluminous to fit legibly, you should put the first ones listed (as many as fit reasonably) on the actual cover, and continue the rest onto adjacent pages.
If you publish or distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along with each Opaque copy, or state in or with each Opaque copy a computer-network location from which the general network-using public has access to download using public-standard network protocols a complete Transparent copy of the Document, free of added material. If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies in quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly or through your agents or retailers) of that edition to the public.
It is requested, but not required, that you contact the authors of the Document well before redistributing any large number of copies, to give them a chance to provide you with an updated version of the Document.

4. MODIFICATIONS

You may copy and distribute a Modified Version of the Document under the conditions of sections 2 and 3 above, provided that you release the Modified Version under precisely this License, with the Modified Version filling the role of the Document, thus licensing distribution and modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things in the Modified Version:

A. Use in the Title Page (and on the covers, if any) a title distinct from that of the Document, and from those of previous versions (which should, if there were any, be listed in the History section of the Document). You may use the same title as a previous version if the original publisher of that version gives permission.

B. List on the Title Page, as authors, one or more persons or entities responsible for authorship of the modifications in the Modified Version, together with at least five of the principal authors of the Document (all of its principal authors, if it has fewer than five), unless they release you from this requirement.

C. State on the Title page the name of the publisher of the Modified Version, as the publisher.

D. Preserve all the copyright notices of the Document.

E. Add an appropriate copyright notice for your modifications adjacent to the other copyright notices.

F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this License, in the form shown in the Addendum below.

G. Preserve in that license notice the full lists of Invariant Sections and required Cover Texts given in the Document's license notice.

H. Include an unaltered copy of this License.

I. Preserve the section Entitled “History”, Preserve its Title, and add to it an item stating at least the title, year, new authors, and publisher of the Modified Version as given on the Title Page. If there is no section Entitled “History” in the Document, create one stating the title, year, authors, and publisher of the Document as given on its Title Page, then add an item describing the Modified Version as stated in the previous sentence.

J. Preserve the network location, if any, given in the Document for public access to a Transparent copy of the Document, and likewise the network locations given in the Document for previous versions it was based on. These may be placed in the “History” section. You may omit a network location for a work that was published at least four years before the Document itself, or if the original publisher of the version it refers to gives permission.

K. For any section Entitled “Acknowledgements” or “Dedications”, Preserve the Title of the section, and preserve in the section all the substance and tone of each of the contributor acknowledgements and/or dedications given therein.

L. Preserve all the Invariant Sections of the Document, unaltered in their text and in their titles. Section numbers or the equivalent are not considered part of the section titles.

M. Delete any section Entitled “Endorsements”. Such a section may not be included in the Modified Version.

N. Do not retitle any existing section to be Entitled “Endorsements” or to conflict in title with any Invariant Section.

O. Preserve any Warranty Disclaimers.

If the Modified Version includes new front-matter sections or appendices that qualify as Secondary Sections and contain no material copied from the Document, you may at your option designate some or all of these sections as invariant. To do this, add their titles to the list of Invariant Sections in the Modified Version’s license notice. These titles must be distinct from any other section titles.
You may add a section Entitled “Endorsements”, provided it contains nothing but endorsements of your Modified Version by various parties—for example, statements of peer review or that the text has been approved by an organization as the authoritative definition of a standard.
You may add a passage of up to five words as a Front-Cover Text, and a passage of up to 25 words as a Back-Cover Text, to the end of the list of Cover Texts in the Modified Version. Only one passage of Front-Cover Text and one of Back-Cover Text may be added by (or through arrangements made by) any one entity. If the Document already includes a cover text for the same cover, previously added by you or by arrangement made by the same entity you are acting on behalf of, you may not add another; but you may replace the old one, on explicit permission from the previous publisher that added the old one.
The author(s) and publisher(s) of the Document do not by this License give permission to use their names for publicity for or to assert or imply endorsement of any Modified Version.

5. COMBINING DOCUMENTS

You may combine the Document with other documents released under this License, under the terms defined in section 4 above for modified versions, provided that you include in the combination all of the Invariant Sections of all of the original documents, unmodified, and list them all as Invariant Sections of your combined work in its license notice, and that you preserve all their Warranty Disclaimers.

The combined work need only contain one copy of this License, and multiple identical Invariant Sections may be replaced with a single copy. If there are multiple Invariant Sections with the same name but different contents, make the title of each such section unique by adding at the end of it, in parentheses, the name of the original author or publisher of that section if known, or else a unique number. Make the same adjustment to the section titles in the list of Invariant Sections in the license notice of the combined work.
In the combination, you must combine any sections Entitled "History" in the various original documents, forming one section Entitled "History"; likewise combine any sections Entitled "Acknowledgements", and any sections Entitled "Dedications". You must delete all sections Entitled "Endorsements".

6. COLLECTIONS OF DOCUMENTS

You may make a collection consisting of the Document and other documents released under this License, and replace the individual copies of this License in the various documents with a single copy that is included in the collection, provided that you follow the rules of this License for verbatim copying of each of the documents in all other respects.
You may extract a single document from such a collection, and distribute it individually under this License, provided you insert a copy of this License into the extracted document, and follow this License in all other respects regarding verbatim copying of that document.

7. AGGREGATION WITH INDEPENDENT WORKS

A compilation of the Document or its derivatives with other separate and independent documents or works, in or on a volume of a storage or distribution medium, is called an "aggregate" if the copyright resulting from the compilation is not used to limit the legal rights of the compilation's users beyond what the individual works permit. When the Document is included in an aggregate, this License does not apply to the other works in the aggregate which are not themselves derivative works of the Document.
If the Cover Text requirement of section 3 is applicable to these copies of the Document, then if the Document is less than one half of the entire aggregate, the Document's Cover Texts may be placed on covers that bracket the Document within the aggregate, or the electronic equivalent of covers if the Document is in electronic form. Otherwise they must appear on printed covers that bracket the whole aggregate.

8. TRANSLATION

Translation is considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections with translations requires special permission from their copyright holders, but you may include translations of some or all Invariant Sections in addition to the original versions of these Invariant Sections. You may include a translation of this License, and all the license notices in the Document, and any Warranty Disclaimers, provided that you also include the original English version of this License and the original versions of those notices and disclaimers. In case of a disagreement between the translation and the original version of this License or a notice or disclaimer, the original version will prevail.
If a section in the Document is Entitled "Acknowledgements", "Dedications", or "History", the requirement (section 4) to Preserve its Title (section 1) will typically require changing the actual title.

9. TERMINATION

You may not copy, modify, sublicense, or distribute the Document except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, or distribute it is void, and will automatically terminate your rights under this License.
However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.
Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.
Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, receipt of a copy of some or all of the same material does not give you any rights to use it.

10. FUTURE REVISIONS OF THIS LICENSE

The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See http://www.gnu.org/copyleft/.
Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License "or any later version" applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free Software Foundation. If the Document does not specify a version number of this License, you may choose any version ever published (not as a draft) by the Free Software Foundation. If the Document specifies that a proxy can decide which future versions of this License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version for the Document.

11. RELICENSING

"Massive Multiauthor Collaboration Site" (or "MMC Site") means any World Wide Web server that publishes copyrightable works and also provides prominent facilities for anybody to edit those works. A public wiki that anybody can edit is an example of such a server. A "Massive Multiauthor Collaboration" (or "MMC") contained in the site means any set of copyrightable works thus published on the MMC site.
"CC-BY-SA" means the Creative Commons Attribution-Share Alike 3.0 license published by Creative Commons Corporation, a not-for-profit corporation with a principal place of business in San Francisco, California, as well as future copyleft versions of that license published by that same organization.
"Incorporate" means to publish or republish a Document, in whole or in part, as part of another Document.
An MMC is "eligible for relicensing" if it is licensed under this License, and if all works that were first published under this License somewhere other than this MMC, and subsequently incorporated in whole or in part into the MMC, (1) had no cover texts or invariant sections, and (2) were thus incorporated prior to November 1, 2008.
The operator of an MMC Site may republish an MMC contained in the site under CC-BY-SA on the same site at any time before August 1, 2009, provided the MMC is eligible for relicensing.

ADDENDUM: How to use this License for your documents

To use this License in a document you have written, include a copy of the License in the document and put the following copyright and license notices just after the title page:

> Copyright © YEAR YOUR NAME. Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled "GNU Free Documentation License".

If you have Invariant Sections, Front-Cover Texts and Back-Cover Texts, replace the "with ... Texts." line with this:

> with the Invariant Sections being LIST THEIR TITLES, with the Front-Cover Texts being LIST, and with the Back-Cover Texts being LIST.

If you have Invariant Sections without Cover Texts, or some other combination of the three, merge those two alternatives to suit the situation.
If your document contains nontrivial examples of program code, we recommend releasing these examples in parallel under your choice of free software license, such as the GNU General Public License, to permit their use in free software.