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HW4 Documentation

To build and run the CandyCrush solver, simply unzip the archive and cd into the hw6 directory. Then type “make” to build the solver and invoke the application with “./hw6-model <hostname> <port>”. The program will then interact with the server and solve the CandyCrush game it was given. Every time the server asks for an update, the program will send the update and print out a crude version of the board and the move it sent to stdout so you can follow along with what moves the solver is choosing. For this project, we had to make edits to some of our previous code – we had to polish up our free method in the Array2D library, we made some changes to existing game methods to catch some edge cases we missed earlier, and we had to significantly rewrite our hw5 networking code because some of it didn’t correctly handle the unreliable nature of the internet. However, we also kept the vast majority of our code from our previous projects, and built the solver on top of that existing code.