

Summarized API for playing Dominator

This short document briefly presents the main types, classes and methods that you may need to program your player.

```
// Enum to encode directions.
enum Dir {
    Bottom, BR, Right, RT, Top, TL, Left, LB,
    None,
    DirSize
};

// Defines if a cell is empty or has a wall.
enum CellType {
    Empty, Wall,
    CellTypeSize
};

// Defines the type of a unit.
enum UnitType {
    Farmer, Knight, Witch,
    UnitTypeSize
};

// Simple struct to handle positions.
struct Pos {
    int i, j;
};

Pos::Pos (int i, int j);
// Example: Pos p(3, 6);

ostream& operator<< (ostream& os, const Pos& p);
// Example: cerr << p << endl;

bool operator== (const Pos& a, const Pos& b);
// Example: if (p == Pos(3, 2)) ...

bool operator!= (const Pos& a, const Pos& b);
// Example: if (p != Pos(3, 2)) ...
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// Compares using lexicographical order (first by i, then by j).
// If needed, you can sort vectors of positions or build sets of positions.
bool operator< (const Pos& a, const Pos& b);
// Example: if (p < Pos(3, 2)) ...

Pos& operator+= (Dir d);
// Example: p += Right;

Pos operator+ (Dir d);
// Example: Pos p2 = p + Left;

Pos& operator+= (Pos p);
// Example: p += Pos(3, 2);

Pos operator+ (Pos p);
// Example: p2 = p + Pos(3, 2);

// Describes a cell in the board, and its contents.
struct Cell {
    CellType type; // The kind of cell.
    int owner;      // The player that last conquered this cell, or -1.
    int id;         // The id of a unit if present, or -1.
    bool haunted;   // Tells if the cell is threatened by a witch.
};

Cell::Cell (CellType type, int owner, int id, bool haunted);
// Example: Cell c(Empty, 2, 23, false);
// A cell with no wall, owned by player 2, with unit 23 on it, and not haunted.

// Describes a unit on the board and its properties.
struct Unit {
    UnitType type; // The kind of unit.
    int id;         // The unique id for this unit during the game.
    int player;     // The player that owns this unit.
    int health;     // The current health of the unit, if it is not a witch.
    Pos pos;       // The position inside the board.
    bool active;   // For witches.
};

Unit::Unit (UnitType type, int id, int player, int health, Pos pos, bool a);
// Example: Unit u(Farmer, 23, 2, 30, Pos(3, 6), false);

// Returns a copy of the cell at p.
Cell cell (Pos p);
// Example: Cell c2 = cell(p);

// Returns a copy of the cell at (i, j).
Cell cell (int i, int j);
// Example: Cell c3 = cell(3, 6);

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// Returns a copy of the information of the unit with identifier id.
Unit unit (int id);
// Example: Unit u2 = unit(23);

// Returns the identifiers of all the farmers of a player.
vector<int> farmers (int player );
// Example: vector<int> f = farmers(3);

// Returns the identifiers of all the knights of a player.
vector<int> knights (int player );
// Example: vector<int> f = knights(3);

// Returns the identifiers of all the witches of a player.
vector<int> witches (int player );
// Example: vector<int> f = witches(3);

// Returns the current round.
int round ();

// Returns the current amount of land owned by a player.
int land (int player );

// Returns the total score of a player.
int total_score (int player );

// Returns the percentage of cpu time used in the last round by a player.
// It is in the range [0..1], or -1 if this player is dead.
// Note that this method only works when executed in the judge.
double status (int player );

// Returns a random integer in [l..u]. u - l + 1 must be between 1 and 106.
int random (int l, int u);
// Example: if (random(0, 4) < 2) whatever();
// This code executes whatever() with probability 2/5.

// Returns a random permutation of [0..n-1]. n must be between 0 and 106.
vector<int> random_permutation (int n);

// A movement is defined by a unit identifier and a direction.
void command (int id, Dir dir );
// Example: command(23, Bottom);

```