



KataReversi

[FrontPage](#) | [RecentChanges](#) | [Preferences](#)

About this Kata

This Kata was introduced to me by [LaurentBossavit](#) --[EmilyBache](#)

Difficulty: Medium

Problem Description

Reversi is a board game for two players. More information can be found on Wikipedia en.wikipedia.org/wiki/Reversi?. This Kata is to write a program that takes a current board position together with information about whose turn it is, and returns a list of the legal moves for that player. A move is only legal if it results in at least one of the opponent's counters being flipped.

Suggested Test Cases

```
.....
.....
.....
...BW...
...WB...
.....
.....
.....
B
```

(A "." indicates an empty square. A "B" indicates a black piece and a "W" represents a white piece. The trailing "B" indicates that it is black's turn)

You could either output the possible moves as co-ordinates (columns labelled A - H, rows labelled 1 - 8 starting from top left hand corner) like this: [C5, D6, E3, F4]

or graphically like this:

```
.....
.....
...0...
...BW0..
..0WB...
...0....
.....
.....
B
```

Comments from those who are working on this Kata

Please try this Kata and comment! We could probably do with some more test cases too. [\[logo design\]](#)

[FrontPage](#) | [RecentChanges](#) | [Preferences](#)

[Edit text of this page](#) | [View other revisions](#)

Last edited May 6, 2010 7:54 am by tw129-static130.tw1.com ([diff](#))

Search: