PROJECT 1

HOW TO RUN CODE

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There are totally 7 file in this project folder written in C++ as listed:

- **main.cpp:** Main file to compile project.

- **Board.cpp:** define function for class board, contain all the function belong to board and input card.

- **Player.cpp:** define function for class Player, contain all the function that decide how to turn to the next move and which cell it go for including both user and AI.

- **Games.cpp:** define function for class Game, contain all the functions for playing in games and make decision for the winner.

- **Node.cpp:** define function for class Node, assign the Alpha-Beta Pruning search technique based Minimax Algorithm.

- **Header.h:** define all header file of 4 classes, store all the methods of 4 class.

- **makefile:** It is basically used to create .cpp file and .h file for each class/functions and its functionalities and later link them all through a Makefile command available in C++.

How to run code:

In this project, we have used **Visual Studio** for programming, so we can go ahead to compile the project by running ***main.cpp***.

For run project by command line, I use makefile to do that.

1. Make sure your current directory is the project folder.

2. Because I use <mark>mingw-w32</mark> c++ complier, so I used "<mark>mingw32-make</mark>" to build

When it successfully builds we need to input who (Human or AI) will play first and then the board size area.

- We may type (0/1) 1: User !! Else AI go!

- Choosing the board size by input 4 or 6.

P/S: If you do have any problem with my report, don't hesitate to contact me via **hungle0804@gmail.com**