**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 mingw-w32 c++ complier, so I used “mingw32-make” 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***