1編譯結果:

lin@user:/mnt/c/Users/dayes/Desktop/wsl/shoig!\$ cc -o main main.c stack.c player.c -lev -lpthread -l ./inc lin@user:/mnt/c/Users/dayes/Desktop/wsl/shoig!\$

2 執行結果

```
lin@user:/mnt/c/Users/dayes/Desktop/wsl/shoigi$ ./main -n -s gamel.txt
王將: [5 9] 金將]: [4 9] 金將2: [3 9] 魏將2: [7 9] 桂馬]: [2 9] 桂馬2: [8 9] 香車1: [1 9] 香車2: [9 9] 飛車: [2 8] 角行: [8 8]
步兵1: [1 7] 步兵2: [2 7] 步兵3: [3 7] 步兵4: [4 7] 步兵5: [5 7] 步兵6: [6 7] 步兵7: [7 7] 步兵8: [8 7] 步兵9: [9 7]
王將: [5 1] 金將2: [4 1] 金將2: [3 1] 銀將2: [7 1] 桂馬1: [2 1] 桂馬2: [8 1] 香車1: [1 1] 香車2: [9 1] 飛車: [8 2] 角行: [2 2]
步兵1: [1 3] 步兵2: [2 3] 步兵3: [3 3] 步兵4: [4 3] 步兵5: [5 3] 步兵6: [6 3] 步兵7: [7 3] 步兵8: [8 3] 步兵9: [9 3]
玩家x (0:梅棋 s:存檔 1:下棋):
```

(1)計時功能

```
[in@user:/mnt/c/Users/dayes/Desktop/wsl/shoigi$ ./main -n -s gamel.txt
王將: [5 9] 金將1: [4 9] 金將2: [3 9] 趙將2: [7 9] 柱馬1: [2 9] 柱馬2: [8 9] 香車1: [1 9] 香車2: [9 9] 飛車: [2 8] 角行: [8 8] 步兵1: [1 7] 步兵2: [2 7] 步兵3: [3 7] 步兵4: [4 7] 步兵5: [5 7] 步兵6: [6 7] 步兵7: [7 7] 步兵8: [8 7] 步兵9: [9 7] 王將: [5 1] 金將1: [4 1] 金將2: [3 1] 銀將2: [7 1] 柱馬1: [2 1] 柱馬2: [8 1] 香車1: [1 1] 香車2: [9 1] 飛車: [8 2] 角行: [2 2] 步兵3: [2 3] 步兵3: [3 3] 步兵4: [4 3] 步兵5: [5 3] 步兵6: [6 3] 步兵7: [7 3] 步兵8: [8 3] 步兵9: [9 3] 玩家x (0:梅棋 s:存檔 1:下棋): 1
| 原始座標-段:
time: 4
```

(2)玩家輸入