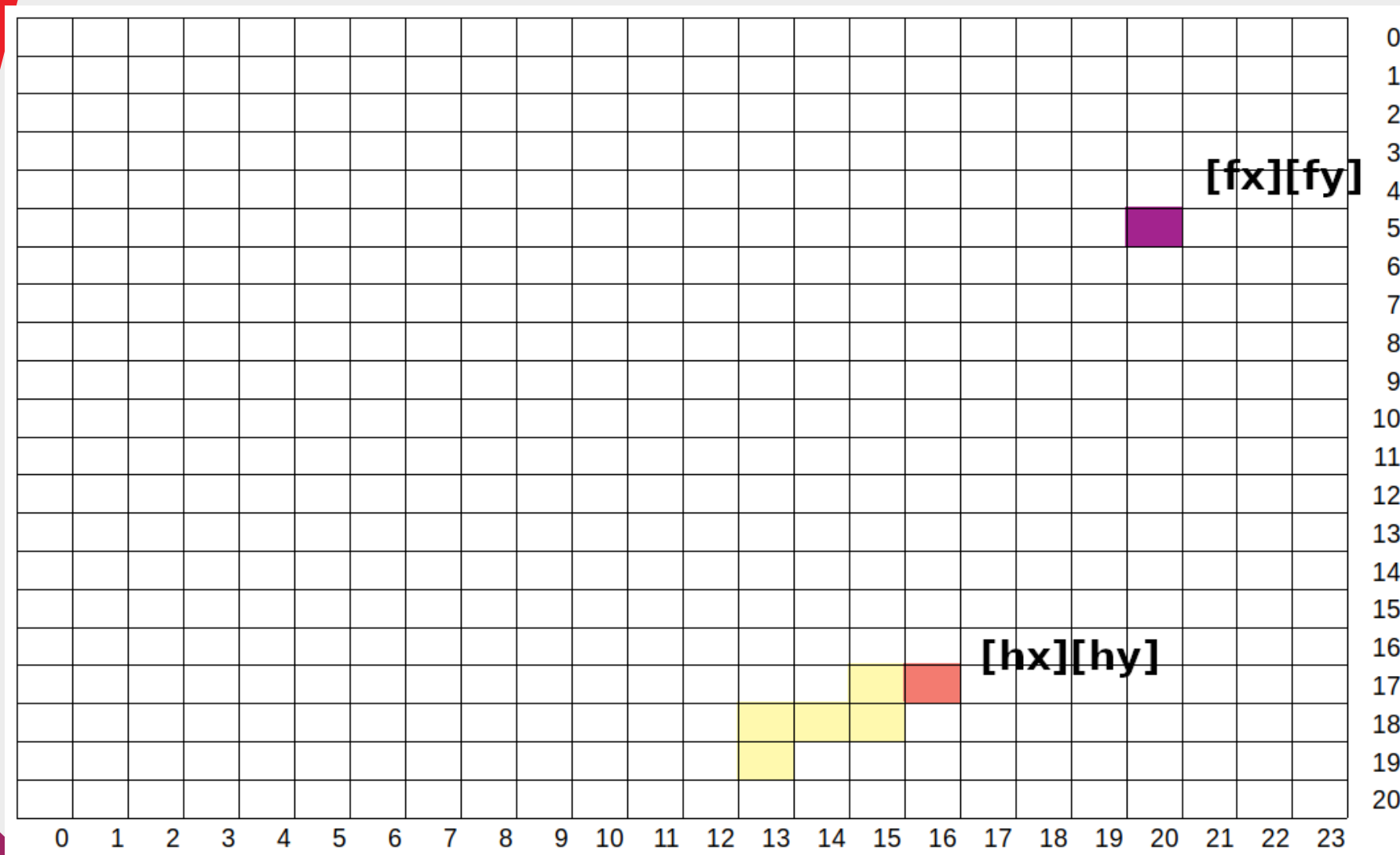


# Stiahnite si hru!

- <https://github.com/MacanPN/snake/>
- Clone or download → Download zip
- Rozbalte v svojom priečinku
- V CodeBlocks new→project→empty project.
- Otvorte:
  - server.h
  - terver.c
  - test\_player.c
- Každý súbor: pravý klik→add to project

# Organizacia vstupu a výztupu

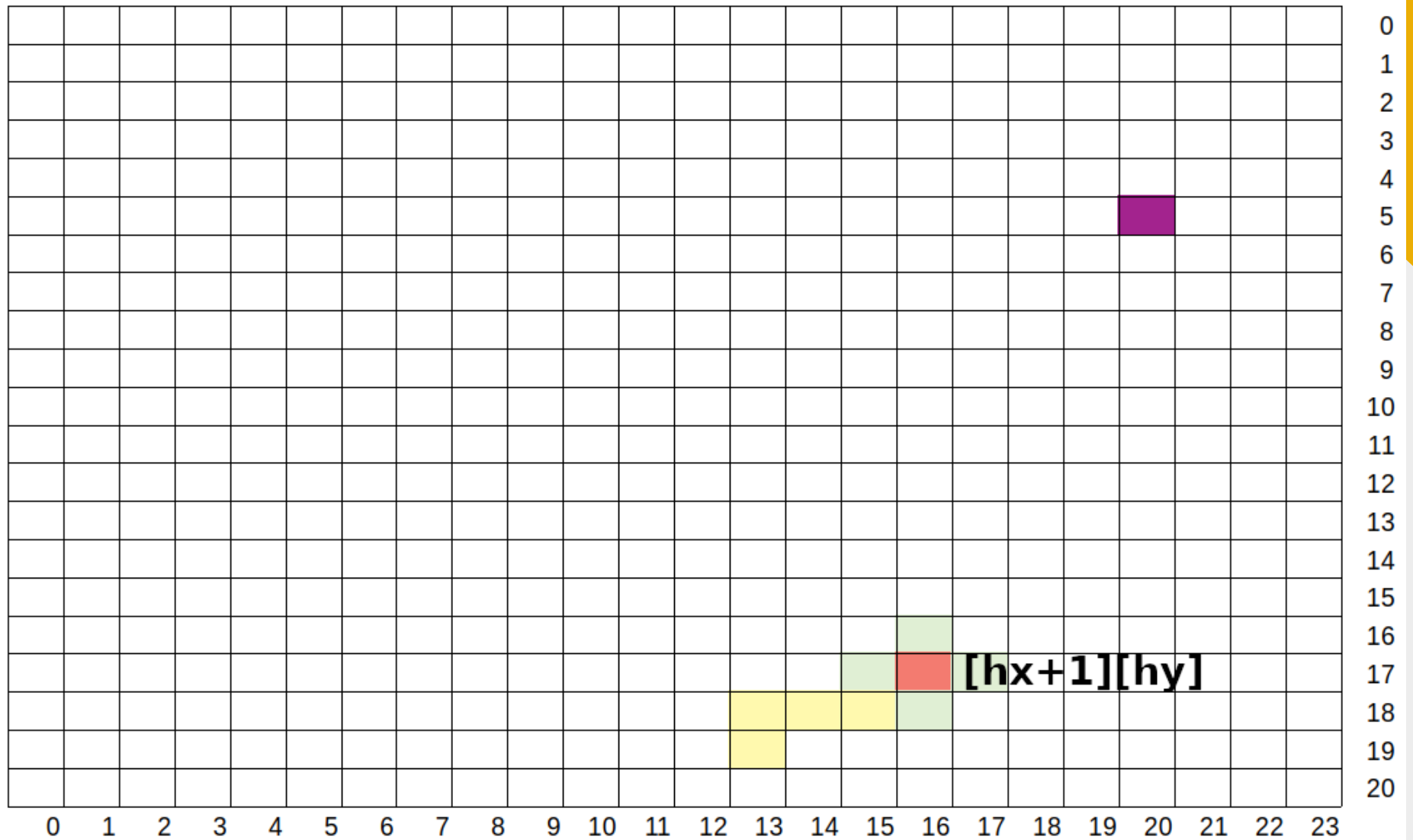
- Vstupom je štruktúra *payload* \**p*
- Dĺžka vášho hada: **p->snake\_len**
- Pozícia ovocia: **p->fx, p->fy**
- Pozícia hada: **p->pos[k][0]**
- Pozícia hada: **p->pos[d-1][0]**
  - Kde d je dĺžka hada.



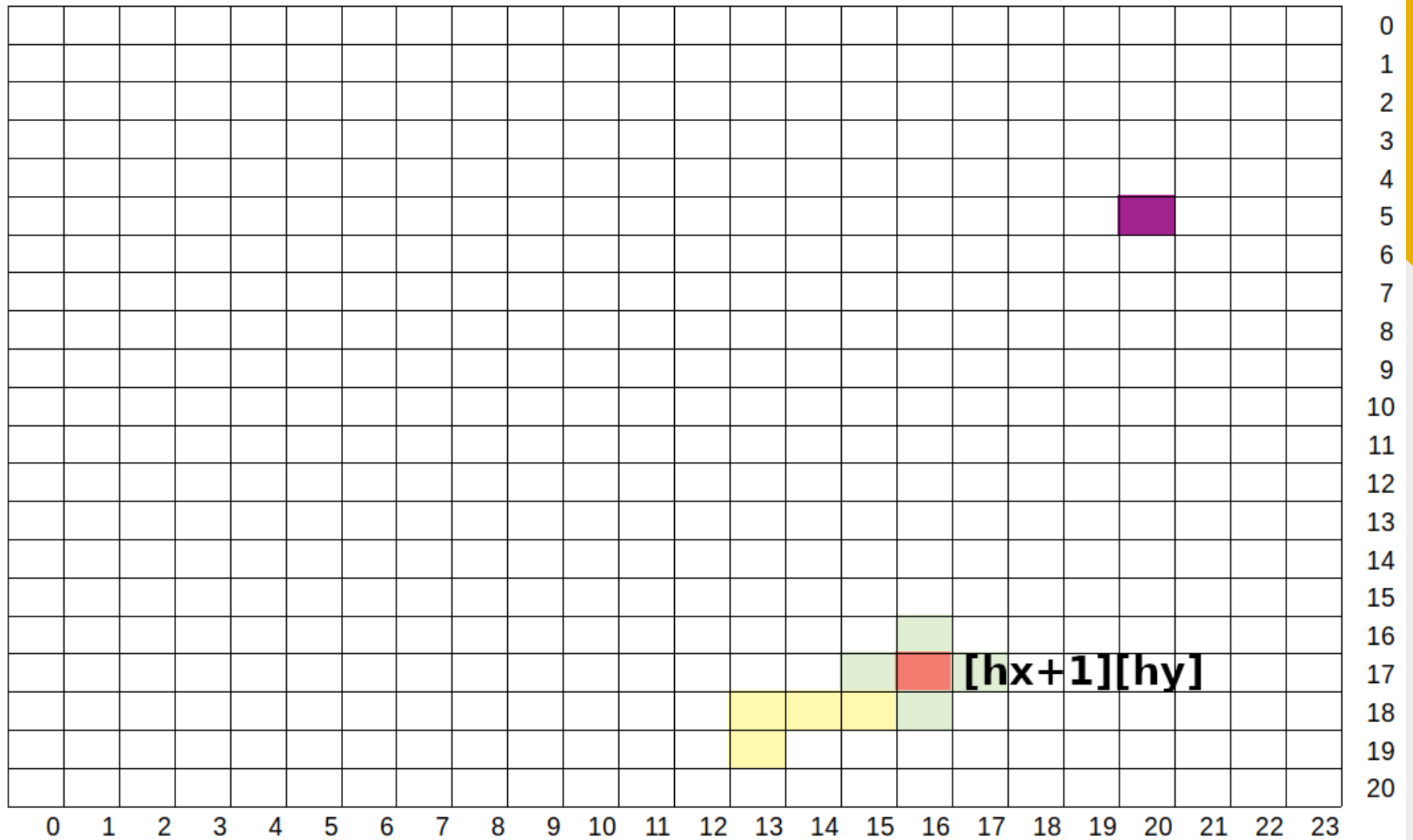
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
0	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2
0	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3
0	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4
0	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	5
0	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6
0	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	7
0	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8
0	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9
0	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10
0	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	12
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	14
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	15
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	16
0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2	0	0	0	0	0	0	0	0	17
0	0	0	0	0	0	0	0	0	0	0	0	2	2	2	2	0	0	0	0	0	0	0	0	18
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	9	9	9	9	0	19	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23

0 EMPTY  
1 FRUIT  
2-8 SNAKE  
9 ROCK



0 EMPTY  
1 FRUIT  
2-8 SNAKE  
9 ROCK



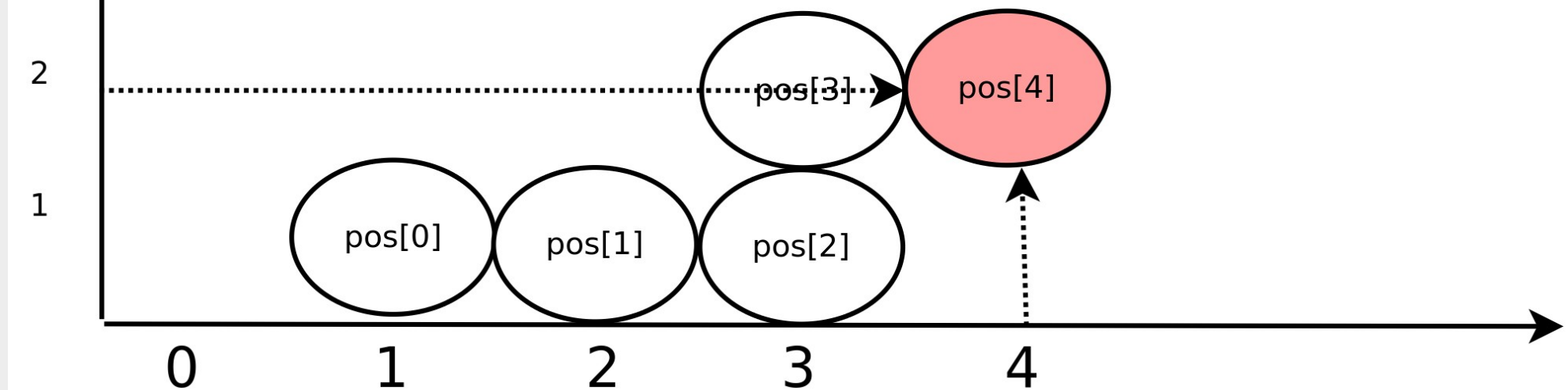
```
if(p->map[hx+1][hy]<=0){  
    ... je tam volno ...  
}
```

0	EMPTY
1	FRUIT
2-8	SNAKE
9	ROCK

`p->snake_len=5`

`p->pos[4][0]=4`

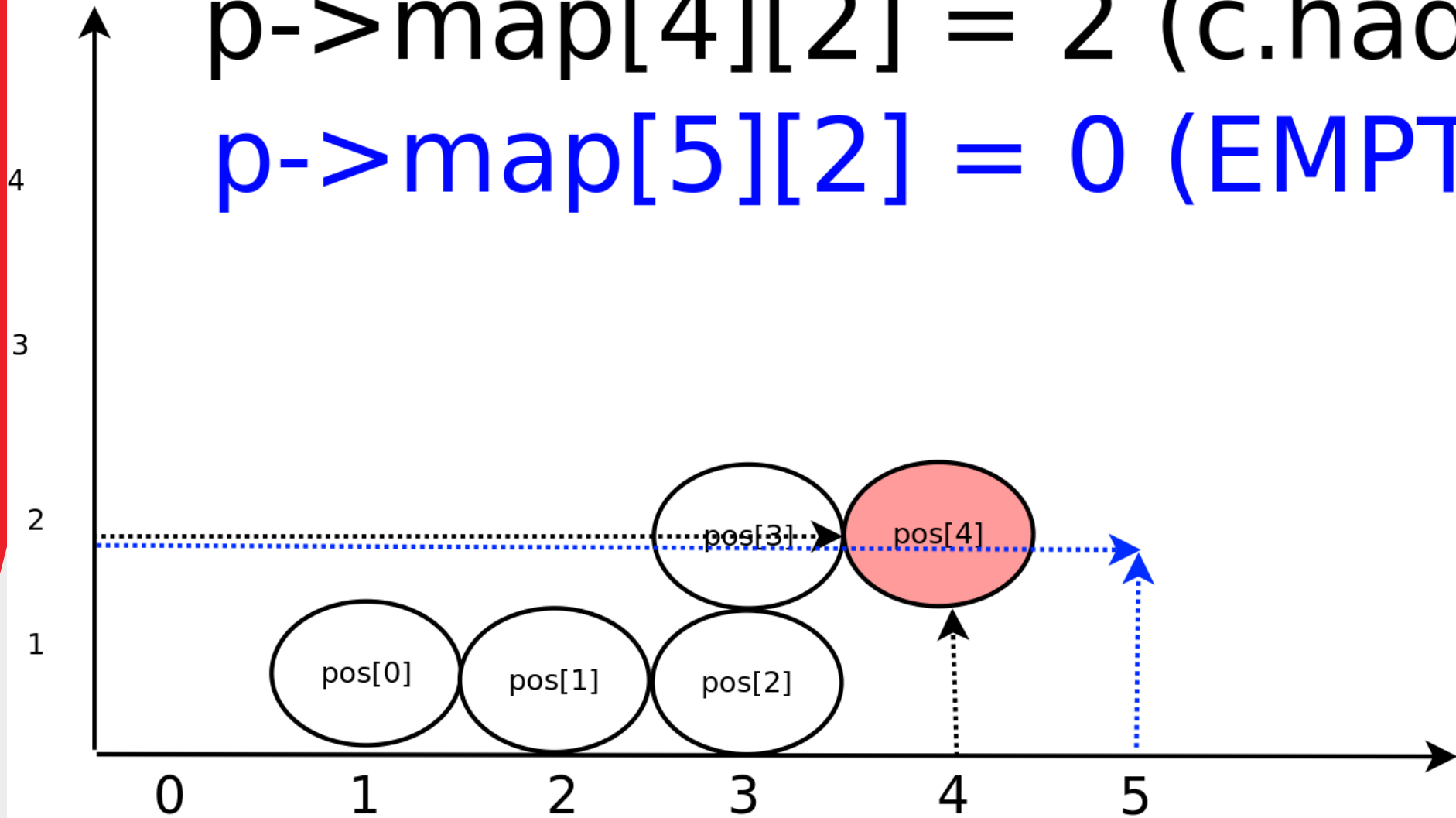
`p->pos[4][1]=2`



- `int dlzka = p->snake_len;`
- `int hx = p->pos[dlzka-1][0];`
- `int hy = p->pos[dlzka-1][1];`

$p \rightarrow \text{map}[4][2] = 2$  (č.hada)

$p \rightarrow \text{map}[5][2] = 0$  (EMPTY)



- $\text{if}(p \rightarrow \text{map}[\text{hx}+1][\text{hy}] == \text{EMPTY})$   
     $\text{r.direction} = \text{RIGHT};$



- `#define EMPTY 0`
- `#define FRUIT 1`
- `// hadi maju ciska 2-8`
- `#define ROCK 9`
- `if(p->map[hx+1][hy]<=1)`  
    `r.direction = RIGHT;`