

1. 編譯結果

```
lin@user: /mnt/c/Users/dayes/desktop/wsl/shogi2
lin@user: /mnt/c/Users/dayes/desktop/wsl/shogi2$ cc -o main src/main.c src/player.c src/stack.c -lev -lpthread -I ./inc
lin@user: /mnt/c/Users/dayes/desktop/wsl/shogi2$
```

2. 執行結果(開啟名為 file.txt 的新遊戲檔)

```
lin@user: /mnt/c/Users/dayes/desktop/wsl/shogi2
lin@user: /mnt/c/Users/dayes/desktop/wsl/shogi2$ cc -o main src/main.c src/player.c src/stack.c -lev -lpthread -I ./inc
lin@user: /mnt/c/Users/dayes/desktop/wsl/shogi2$ ./main -n -s file.txt
王將: [5 9] 金將1: [4 9] 金將2: [3 9] 銀將2: [7 9] 桂馬1: [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1: [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:悔棋 s:存檔 1:下棋):
```

3. 遊戲畫面

```
lin@user: /mnt/c/Users/dayes/desktop/wsl/shogi2
lin@user: /mnt/c/Users/dayes/desktop/wsl/shogi2$ ./main -n -s file.txt
王將: [5 9] 金將1: [4 9] 金將2: [3 9] 銀將2: [7 9] 桂馬1: [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1: [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:悔棋 s:存檔 1:下棋): 1
原始座標: 6
time: 6
原始座標: 7
目標座標: 1
目標座標: 6
王將: [5 9] 金將1: [4 9] 金將2: [3 9] 銀將2: [7 9] 桂馬1: [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 6] 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] 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]
player: x chess = 11 o_x = 1 o_y = 7 p_x = 1 p_y = 6 die = 0 p = (nil) n = (nil)
玩家y (0:悔棋 s:存檔 1:下棋):
```

4. 操作方式

- (1) 選擇動作 (0 悔棋 s 存檔 1 下棋)
- (2) 選擇想要下的棋子位置
- (3) 選擇目標位置
- (4) 被吃掉的敵方棋子設為[0, 0]