

## Assignment #2

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### 1. 編譯結果

```
● (base) youjinyang@youjinyangdeMacBook-Pro shogi % make all
gcc -Wall ./src/shogi.c -I ./inc -c
gcc ./obj/shogi.o -o ./bin/shogi
```

### 2. 執行結果

(create new game)

```
● (base) youjinyang@youjinyangdeMacBook-Pro shogi % cd bin
○ (base) youjinyang@youjinyangdeMacBook-Pro bin % ./shogi -n -s test.txt
```

Wrong move – disobey the rule (example)

```
1 2 3 4 5 6 7 8 9
香 桂 銀 金 王 金 銀 桂 香 9
飛 角 8
步步步步步步步步 7
6
5
4
步步步步步步步步 3
角 飛 2
香 桂 銀 金 王 金 銀 桂 香 1

This is hand no. 1
Player B play!
Please enter the coordinate of the piece that you want to move:
1 3
Please enter which coordinate you want this piece to move to
1 5

1 2 3 4 5 6 7 8 9
香 桂 銀 金 王 金 銀 桂 香 9
飛 角 8
步步步步步步步步 7
6
5
4
步步步步步步步步 3
角 飛 2
香 桂 銀 金 王 金 銀 桂 香 1

This piece cannot move like this, try again
The piece you chose is at (1,3) and it's a 步
Please enter which coordinate you want this piece to move to
```

Correct move (example)

```
This is hand no. 2
Player R play!
Please enter the coordinate of the piece that you want to move:
2 7
Please enter which coordinate you want this piece to move to
2 6
1 2 3 4 5 6 7 8 9
香 桂 銀 金 王 金 銀 桂 香 9
飛 角 8
步 步步步步步步 7
步 6
5
步 4
步步步步步步步步 3
角 飛 2
香 桂 銀 金 王 金 銀 桂 香 1

Did you want to regret this hand? Or do you want to save the board right here?
To regret type 0, to continue playing type p, to save type s
```

Insert **p** after a right move -> continue playing

```
Did you want to regret this hand? Or do you want to save the board right here?  
To regret type 0, to continue playing type p, to save type s  
p
```

```
This is hand no. 3  
Player B play!  
Please enter the coordinate of the piece that you want to move:  
█
```

Insert **0** after a right move -> regret the hand and enter continuous regretting mode

```
Player 'R' do you want to regret this hand of yours?  
Y
```

```
This is after hand no. 1
```

```
1 2 3 4 5 6 7 8 9  
香 桂 銀 金 王 金 銀 桂 香 9  
  飛          角  8  
步 步 步 步 步 步 步 步 步 7  
                                6  
                                5  
步                                4  
  步 步 步 步 步 步 步 步 步 3  
  角          飛  2  
香 桂 銀 金 王 金 銀 桂 香 1
```

```
Player 'B' do you want to regret this hand of yours?  
█
```

Insert **Y** at this mode -> regret the hand and continue

```
1 2 3 4 5 6 7 8 9  
香 桂 銀 金 王 金 銀 桂 香 9  
  飛          角  8  
步 步 步 步 步 步 步 步 步 7  
  步                                6  
                                5  
步 步                                4  
  步 步 步 步 步 步 步 步 步 3  
  角          飛  2  
香 桂 銀 金 王 金 銀 桂 香 1
```

```
Did you want to regret this hand? Or do you want to save the board right here?  
To regret type 0, to continue playing type p, to save type s  
0
```

```
Enter continuous regretting mode  
If yes type Y, if no type N
```

```
This is after hand no. 2
```

```
1 2 3 4 5 6 7 8 9  
香 桂 銀 金 王 金 銀 桂 香 9  
  飛          角  8  
步 步 步 步 步 步 步 步 步 7  
  步                                6  
                                5  
步                                4  
  步 步 步 步 步 步 步 步 步 3  
  角          飛  2  
香 桂 銀 金 王 金 銀 桂 香 1
```

```
Player 'R' do you want to regret this hand of yours?  
█
```

Insert **N** at this mode -> exit this mode

```
Player 'B' do you want to regret this hand of yours?
N

Exit continuous regretting mode
Do you like to continue playing or save the board?(Type c for continue or s for save)
█
```

Insert **c** -> continue to play / Insert **s** -> save the board

```
Exit continuous regretting mode
Do you like to continue playing or save the board?(Type c for continue or s for save)
c
 1 2 3 4 5 6 7 8 9
香桂銀金王金銀桂香 9
 飛 角 8
步步步步步步步步 7
 6
 5
步 4
 步步步步步步步步 3
 角 飛 2
香桂銀金王金銀桂香 1

This is hand no. 2
Player R play!
Please enter the coordinate of the piece that you want to move:
█
```

Wrong choice – not the right color (left) / no piece on the coordinate(right)

<pre>1 2 3 4 5 6 7 8 9 香桂銀金王金銀桂香 9  飛 角 8 步步步步步步步步 7  步 6  5 步 4  步步步步步步步步 3  角 飛 2 香桂銀金王金銀桂香 1  Did you want to regret this hand? Or do you want to save the board right here? To regret type 0, to continue playing type p, to save type s p  This is hand no. 3 Player B play! Please enter the coordinate of the piece that you want to move: 1 7 The piece you chose is not your piece, try again</pre>	<pre>1 2 3 4 5 6 7 8 9 香桂銀金王金銀桂香 9  飛 角 8 步步步步步步步步 7  步 6  5 步 4  角步步步步步步步步 3  飛 2 香桂銀金王金銀桂香 1  Did you want to regret this hand? Or do you want to save the board right here? To regret type 0, to continue playing type p, to save type s p  This is hand no. 4 Player R play! Please enter the coordinate of the piece that you want to move: 2 5 There's no piece on this coordinate try again</pre>
--	--

Eat (example) – 角 eat 步

```
 1 2 3 4 5 6 7 8 9
香桂銀金王金銀桂香 9
 飛 8
步步步步步步角步步 7
 6
 步 5
步角 4
 步步步步步步步步 3
 飛 2
香桂銀金王金銀桂香 1

Did you want to regret this hand? Or do you want to save the board right here?
To regret type 0, to continue playing type p, to save type s
p

This is hand no. 7
Player B play!
Please enter the coordinate of the piece that you want to move:
2 4
Please enter which coordinate you want this piece to move to
5 7
 1 2 3 4 5 6 7 8 9
香桂銀金王金銀桂香 9
 飛 8
步步步步角角步步 7
 6
 步 5
步 4
 步步步步步步步步 3
 飛 2
香桂銀金王金銀桂香 1
```

Win (example) - 角 eats 王 (blue wins)

```
Player B play!
Please enter the coordinate of the piece that you want to move:
6 8
Please enter which coordinate you want this piece to move to
5 9
1 2 3 4 5 6 7 8 9
香桂銀金角金銀桂香 9
                        角 8
步步步步 步步步 7
                        步 6
                        步 5
步 步 4
 步 步步步步步 3
                        飛 2
香桂銀金王金銀桂香 1

Did you want to regret this hand? Or do you want to save the board right here?
To regret type 0,to continue playing type p, to save type s
p
Game Over! Player B Win!
1 2 3 4 5 6 7 8 9
香桂銀金角金銀桂香 9
                        角 8
步步步步 步步步 7
                        步 6
                        步 5
步 步 4
 步 步步步步步 3
                        飛 2
香桂銀金王金銀桂香 1
```

## (replay old game)

```
(base) youjinyang@youjinyangdeMacBook-Pro bin % ./shogi -1 test.txt

This is hand No.0
1 2 3 4 5 6 7 8 9
香桂銀金王金銀桂香 9
飛角 8
歩歩歩歩歩歩歩歩 7
6
5
4
歩歩歩歩歩歩歩歩 3
角飛 2
香桂銀金王金銀桂香 1
Enter f for next hand b for previous hand, e to exit
```

### Enter **f** to look the next hand (examples)

```
Enter f for next hand b for previous hand, e to exit
f
This is hand No.1
1 2 3 4 5 6 7 8 9
香桂銀金王金銀桂香 9
飛角 8
歩歩歩歩歩歩歩歩 7
6
5
歩 4
歩歩歩歩歩歩歩歩 3
角飛 2
香桂銀金王金銀桂香 1
Enter f for next hand b for previous hand, e to exit

Enter f for next hand b for previous hand, e to exit
f
This is hand No.2
1 2 3 4 5 6 7 8 9
香桂銀金王金銀桂香 9
飛角 8
歩歩歩歩歩歩歩歩 7
6
歩 5
歩 4
歩歩歩歩歩歩歩歩 3
角飛 2
香桂銀金王金銀桂香 1
Enter f for next hand b for previous hand, e to exit
```

### Enter **b** to look the previous hand (example)

```
Enter f for next hand b for previous hand, e to exit
b
This is hand No.1
1 2 3 4 5 6 7 8 9
香桂銀金王金銀桂香 9
飛角 8
歩歩歩歩歩歩歩歩 7
6
5
歩 4
歩歩歩歩歩歩歩歩 3
角飛 2
香桂銀金王金銀桂香 1
Enter f for next hand b for previous hand, e to exit
```

### Enter **e** to exit this mode (examples)

```
Enter f for next hand b for previous hand, e to exit
e
file closing...
finish reading...%
(base) youjinyang@youjinyangdeMacBook-Pro bin %
```