

資結作業二(linked list)

姓名:黃顥

學號:108503301

系級:通訊四

1. Compile

(a)cd to the project folder

(b) compile

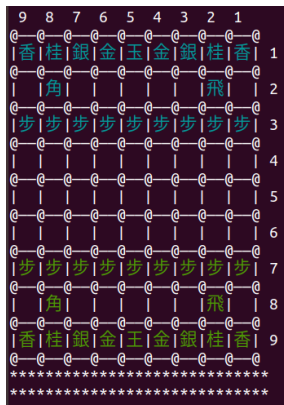
```
$ gcc -o play.out main.c -lm regrad.c -lm chess.c -lm -lev rule.c -lm map.c
```

2. Run

(b)開始新棋局 -new your_file_name(存檔至此)

```
./play.out -new your_game_name
```

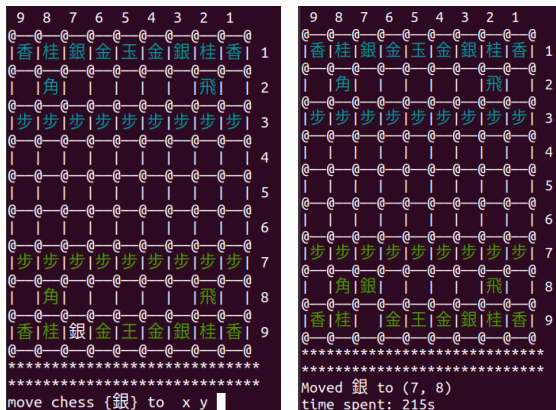
3. (a)初始化棋盤



(b)輸入欲移動之棋子

```
Enter your chess coordinate x y : 7 9
```

(c){欲移動棋子}變顏色 接著輸入目的 若符合規則 則移動



若不符合規則:則會列印 incorrect movement 並等待正確輸入

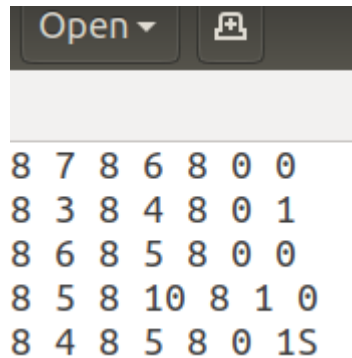
```
move chess {香} to x y 1 4
incorrect movement!
```

此流程不斷重複 直到遊戲結束

4. (a)載入棋譜 繼續遊戲

```
hao@ubuntu:~/Assignment 3 - With Linked Lists/src$ ./play.out -l test1
```

Load Existing map(shown below)



	0	1	2	3	4	5	6
0	8	7	8	6	8	0	0
1	8	3	8	4	8	0	1
2	8	6	8	5	8	0	0
3	8	5	8	10	8	1	0
4	8	4	8	5	8	0	15