

Shogi Result Report

通訊二 110503531 劉泰君

1.compile result

```
cornertw@DESKTOP-HD1IFP1:/mnt/c/Users/Max Liu/NCU_Documents/DSA_project/shogi$ gcc main.c -lev
cornertw@DESKTOP-HD1IFP1:/mnt/c/Users/Max Liu/NCU_Documents/DSA_project/shogi$ ./a.out
```

2.execute result

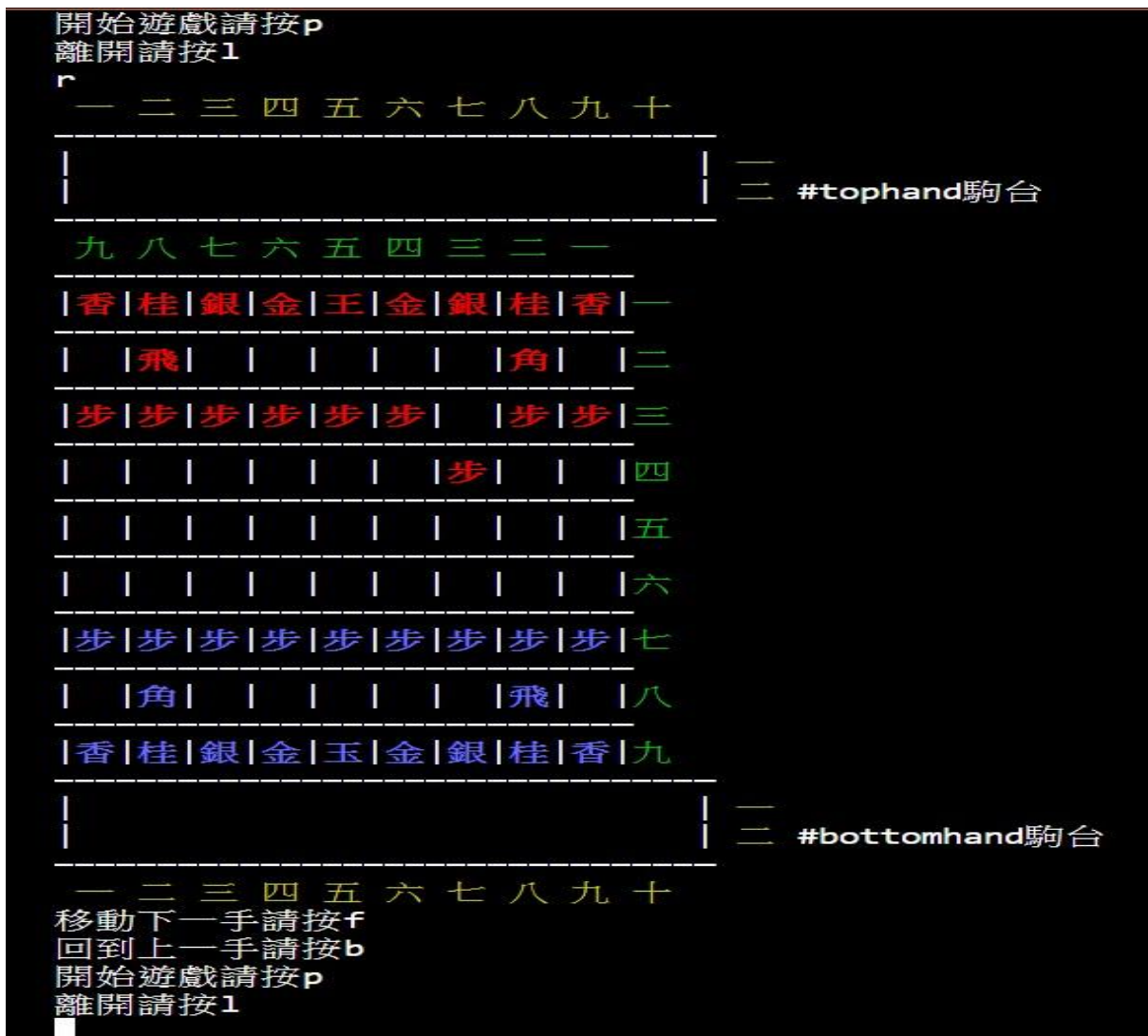
<https://youtu.be/5IE3OZIKjo0>

This is the demo video.

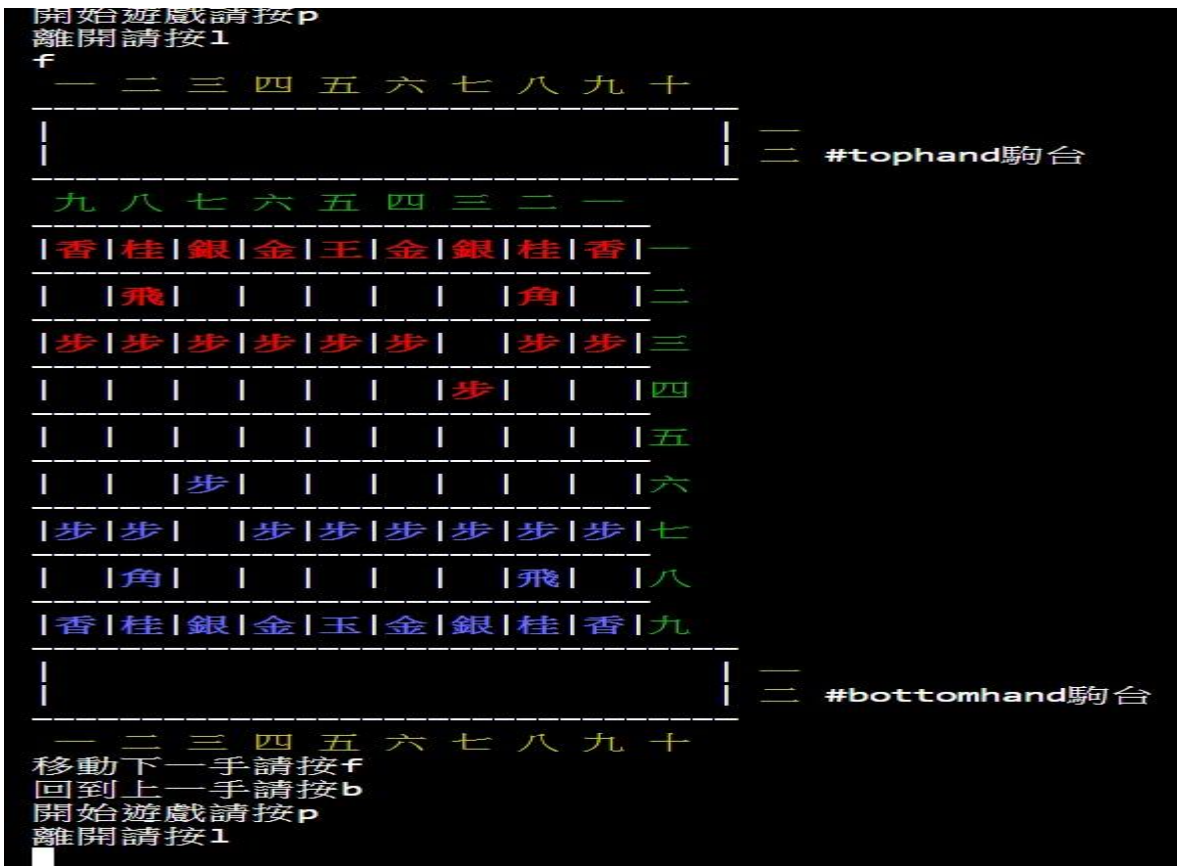
This video shows reading the game record and going to the next move and going back to the previous move, and actually playing.



This is the image when loading the shogi game.



When a player enters `r`, the game will read the chess record.



When a player enters `f`, the chessboard will move to the next board. During the game record, I regretted the move, so the blue side moved twice in a row.

開始遊戲請按p

離開請按1

b

一 二 三 四 五 六 七 八 九 十

										一
										二 #tophand駒台

九 八 七 六 五 四 三 二 一

香	桂	銀	金	王	金	銀	桂	香	一
---	---	---	---	---	---	---	---	---	---

	飛						角		二
--	---	--	--	--	--	--	---	--	---

步	步	步	步	步	步		步	步	三
---	---	---	---	---	---	--	---	---	---

							步		四
--	--	--	--	--	--	--	---	--	---

									五
--	--	--	--	--	--	--	--	--	---

							步		六
--	--	--	--	--	--	--	---	--	---

步	步	步	步	步	步		步	步	七
---	---	---	---	---	---	--	---	---	---

	角						飛		八
--	---	--	--	--	--	--	---	--	---

香	桂	銀	金	玉	金	銀	桂	香	九
---	---	---	---	---	---	---	---	---	---

										一
										二 #bottomhand駒台

一 二 三 四 五 六 七 八 九 十

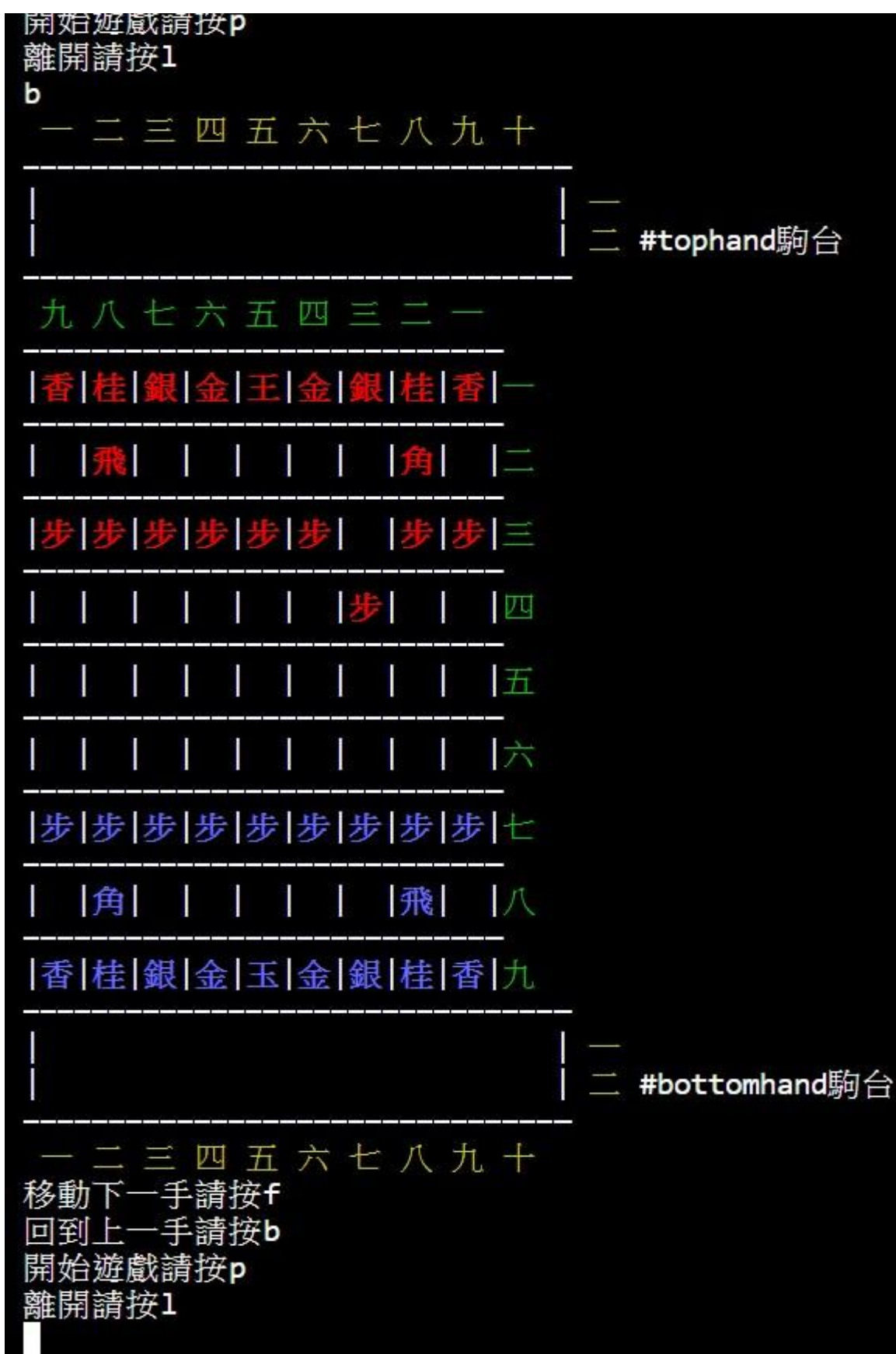
移動下一手請按f

回到上一手請按b

開始遊戲請按p

離開請按1

■



When a player enters 'b', the chessboard will move to the previous board.

時間[紅]:15 ,時間[藍]:0

一 二 三 四 五 六 七 八 九 十

#tophand 駒台

九 八 七 六 五 四 三 二 一

|香|桂|銀|金|王|金|銀|桂|香|—

飛				角	二
---	--	--	--	---	---

步步步步步步 步步三

步 四

五

六

|步|步|步|步|步|步|步|步|步|七|

魚					飛	八
---	--	--	--	--	---	---

香桂銀全玉全銀桂香力

```
|  
|  
| #bottomhand駒台
```

一 二 三 四 五 六 七 八 九 十

[紅]是否離開,離開請按1,不離開請按n,儲存請按s:

Circumstance	Percentage of respondents (%)
Self-defense	~92
To protect others	~90
To stop a crime	~85
To punish someone	~82
To maintain order	~85

When a player enters 'p', the game will start, and the timer will also start.

3.problem

Because I used the index array, I wrote the file directly at the beginning, so when reading the file, there will be errors. Later, the problem is solved by replacing the content pointed by the index array with characters, and then converting the file after reading.

At the beginning, the timer was written without considering the execution of the multi-line layer. Later, it was discovered that the timer cannot be performed at the same time as shogi.

Libev couldn't understand it at the beginning, and it took me a long time to understand it a little bit, and then I could write out the timer.

4.Summarize

Writing a shogi game was really fun and helped me learn more about shogi. In this homework, I learned that I have to plan the system architecture before I know what to do, and I also learned the application of some indicators, as well as libev. I know that I still have many shortcomings, and I hope to be more familiar and improve.