

Dominoes Assignment 3 : Corrections and Clarifications

Can the player see the opponent's hand?

No!

Does a player know which dominoes are sleeping?

No!

Can I use my code from earlier assignments?

Yes, you can use or adapt anything you like, including PDG's code. **Please put your new material first in the .hs file, followed by what you are reusing.**

How does a player know what its score is?

The players are P1 and P2

In DomsMatch the type of DomsPlayer is

type DomsPlayer = Hand->DomBoard->**Player**->Scores->(Dom,End)

So when a DomsPlayer is called it's told which player it is and therefore what its score and the opponent's score is.

Why can't I import System.Random?

Probably the problem is with your installation. Check by running on a univ machine. If your code imports System.Random on that, You should reinstall Haskell.

Here's a solution, with thanks to Vladyslav Bondarenko. Cabal is a development environment we don't use.

Step1: Make sure you have cabal installed using 'cabal --version command' in cmd.

Should return something like:

```
cabal-install version 2.0.0.0
```

compiled using version 2.0.0.2 of the Cabal library

Step1.1: If Step1 fails, run 'cabal install' and follow next steps.

Step2: Run 'cabal update' and try running code again.

Step3: If Step2 fails, run 'cabal install random'.

Should work after that...

If it still doesn't work, try reinstalling haskell platform and repeating the steps above.

Do I have to test every function that I write?

No, you need not go all the way down your hierarchy: if function f calls fns g & h , and it's clear that your tests for f imply tests for all the possibilities for g & h , you need not test them.