Please help!

COMP1927 - Assignment 2, Part B Fury of Dracula - The Hunt

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Wednesday 18 Drum, with Sarah

What's the problem?

- Our AI is currently not compiling for dryrun or the competition (give)
 - It is however compiling locally
 - And the programs seems to work as desired
- The error message is less than helpful

```
== Compiling Dracula ...
gcc -Wall -Werror -c -o dracula.o dracula.c
gcc -DI AM DRACULA -c player.c -o dracPlayer.o
gcc -Wall -Werror -c -o DracView.o DracView.c
gcc -Wall -Werror -c -o GameView.o GameView.c
cc -Wall -Werror -c -o Map.o Map.c
cc -Wall -Werror -c -o Places.o Places.c
, needed by `dracula'. Stop.et
Dracula AI didn't compile
=== Compiling Hunter ...
gcc -Wall -Werror -c -o hunter.c
gcc -c player.c -o hunterPlayer.o
gcc -Wall -Werror -c -o HunterView.o HunterView.c
, needed by `hunter'. Stop.get
Hunter AI didn't compile
== Nothing more to do without both a Hunter and a Dracula
```

- And yet the run normally from where we can see
 - Various Debug information printed by hunter.c

```
weill % ./hunter

decideHunterMove entered

numLocations is: 71

randomMove entered

randomDestination is: 61

randomMove successful

singleMove entered

singleMove successful (invalid result)

healthCriticalMove entered

hunterLocation is: -1; health is: 9

healthCriticalMove successful. Health Abundant

Move: SW, Message: Random Move...

weill % ./dracula

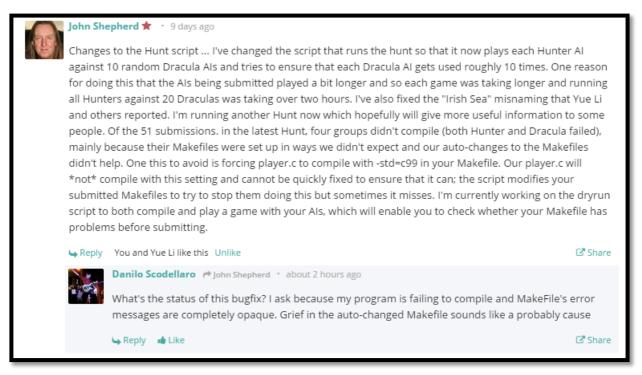
Move: AL, Message: Hello my dears

weill %
```

How did it start?

- Dracula.c shouldn't be the issue. It ran fine originally
- Hunter.c ran fine until we incorporated code from Queue.c.
 - Hunter.c calls the shortestPath() function, from the Map ADT in lab9. This modified Map.c (and Map.h) in turn utilise Queue.c (and Queue.h), as well as Item.h
 - All of these files have been modified to work with the assignment (well, we think so anyway)
- We've tinkered a lot to try and get things to work but no success thus far

OpenLearning Communication



A possible explanation?

Danilo Scodellaro • 2 days ago I'm encountering errors when I attempt the dryrun. Anyone have a clue what this is about? = Compiling Dracula ... gcc -Wall -Werror -c -o dracula.o dracula.c gcc -DI_AM_DRACULA -c player.c -o dracPlayer.o gcc -Wall -Werror -c -o DracView.o DracView.c gcc -Wall -Werror -c -o GameView.o GameView.c -c -o Map.o Map.c gcc -Wall -Werror gcc -Wall -Werror -c -o Places.o Places.c -c -o Queue.o Queue.c , needed by 'dracula'. Stop.et Oracula AI didn't compile === Compiling Hunter ...

gcc -Wall -Werror -c -o hunter.o hunter.c -c player.c -o hunterPlayer.o gcc -Wall -Werror -c -o HunterView.o HunterView.c ', needed by `hunter'. Stop.get Hunter AI didn't compile Nothing more to do without both a Hunter and a Dracula Reply de Like ☑ Share John Shepherd ★ → Danilo Scodellaro • 2 days ago I assume that it compiles ok in your local directory? I just tested dryrun from my account and it worked ok. Reply You like this Unlike [₹ Share Danilo Scodellaro → John Shepherd · a day ago Yeah no errors when I compile it in my local directory. If I run ./dracula or ./hunter that behave as expected. I'm trying to incorporate the Queue ADT to determine shortest paths, like we did in lab9. 🛶 Reply 🛮 🐞 Like √ Share Danilo Scodellaro → Danilo Scodellaro → about 20 hours ago Is there something wrong with my makefile? I've included pl and path for testing/debugging purposes. Map.c has a #include"Queue.h", just like lab09 Download Makefile (1 KB) Reply 🐞 Like ☑ Share John Shepherd * Danilo Scodellaro · about 19 hours ago Check out your compilation log for Round 11 ... it looks like you're missing a function prototype declaration or two (e.g. singleMove, randomMove), so hunter.c doesn't know about these functions when it comes to compile. Reply de Like 「₹ Share Danilo Scodellaro 🏕 John Shepherd 🔹 about 2 hours ago Errors left from an old version of the program. The round 12 logs show the error I screenshotted http://cgi.cse.unsw.edu.au/-cs1927ass/14s2.dracula/round12/compil ation_logs/DanAmbroseNickChristine.compilation_log ☑ Share ₩ Reply 📫 Like Danilo Scodellaro → Danilo Scodellaro → 2 days ago Bizarrely, for 'dracula' its Stop.et', but for 'hunter' its Stop.get'

First call for help

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Links

- Compilation log showing Makefile issue (same as shown on dryrun)
 - http://cgi.cse.unsw.edu.au/~cs1927ass/14s2.dracula/ro und12/compilation logs/DanAmbroseNickChristine.co mpilation log
- All files in directory:
 - https://www.cubbyusercontent.com/pl/main/ da9a51b de6184ea3bc587fd69e379c26
- I can provide access to the GitHub repo if you give me your username (it's a private repo)
- Command used to compile
 - "~cs1927/bin/dryrun ass2b Makefile *.c *.h"
- Command used to submit
 - "give cs1927 ass2b Makefile *.c *.h"
- Commands used to test hunter and Dracula locally
 - "./dracula"
 - "./hunter"