

## **Assignment 2 Documentation**

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### **EX 5:**

#### **How to run?**

- This exercise is straight forward. It can be run through the terminal or through PyCharm.

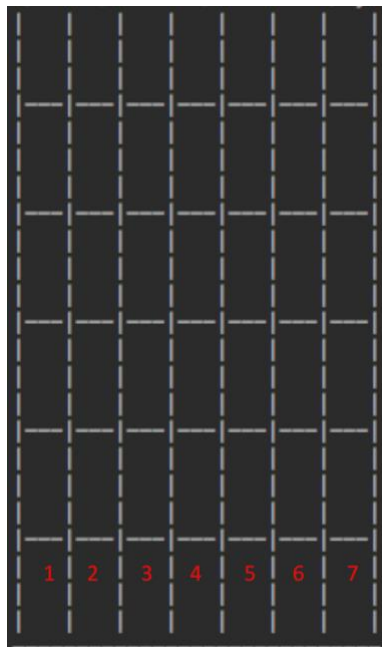
#### **What works or does not work?**

- All the requirements of this exercise are fulfilled.
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### **EX 6:**

#### **How to run?**

- This exercise can be run through the terminal or through PyCharm.
- The turn of players is printed to the terminal as follows:
  - “Player's X turn” where X is either 1 or 2.
- The user enters a number between 1 and the width of the grid.
  - For example: If the grid width is 7, then the user enters a number between 1 and 7. Which means the numbering starts from 1 not 0.



- The game ends when one of the players wins or the grid is totally full.

#### **What works or does not work?**

- All the requirements of this exercise are fulfilled.

## **EX 7:**

### **How to run?**

- This exercise can be run through the terminal or through PyCharm.
- Initially the user is asked to enter the number of rounds to be played.
- The turn of players is printed to the terminal as follows:
  - "Player's X turn" where X is either 1 or 2.
- The user enters a number between 1 and the width of the grid.
  - For example: If the grid width is 7, then the user enters a number between 1 and 7. Which means the numbering starts from 1 not 0 as shown in the figure above.
- The final score of the tournament is saved to a text file that shows the final status of all rounds and the winner of the tournament.

### **What works or does not work?**

- All the requirements of this exercise are fulfilled.
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## **EX 8: (Pop Out is implemented as a bonus feature)**

### **How to run?**

- This exercise can be run through the terminal or through PyCharm.
- Initially the user is asked to choose between normal mode or pop out mode.
  - 1 for "Normal" Mode or 2 for "Pop Out" Mode.
- Then the user is asked to enter the number of rounds to be played.
- The turn of players is printed to the terminal as follows:
  - "Player's X turn" where X is either 1 or 2.
- The user enters a number between 1 and the width of the grid followed by any number of white spaces then push or pull.
  - For example: If the grid width is 7, to push a tile in the 1<sup>st</sup> column the user should write "1 push" without the quotations.
  - To pull a tile from the 2<sup>nd</sup> column, the user should type: "2 pull" without the quotations.
- The final score of the tournament is saved to a text file that shows the final status of all rounds and the winner of the tournament.

### **What works or does not work?**

- All the requirements of this exercise are fulfilled.