

# PoP - Ugeopgave 7

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## Problem discription

### Types

From the assignment we've been given som essential types, which were needed to set some game-specified types used in nearly every single game function.

```
1 type board = int array
2 type player = Player1 | Player2
3 type pit = int
```

### board

The type **board** takes the fsharp-type *int array* and is used to create the board of the game representing 12 general pits and 2 home pits, i.e. at set of 6 generals and 1 home per. player.

### player

The type **player** is simple created to make it possible for a function to take the type as an argument. The type has two possible versions *Player1* or *Player2*

### printBoard

```
1 let printBoard (b: board) =
2     System.Console.Clear ()
3     let esc = string (char 0x1B)
4     printf "%2i |"
5     for i = 12 downto 7 do
6         printf "%2i |" b.[i]
7     printfn ""
8     printf "%2i |" b.[13]
9     printf "%2i |" b.[6]
10    for i = 0 to 5 do
11        printf "%2i |" b.[i]
12    printfn ""
```