

## Hex

Team Name:

Manager:

Recorder:

Presenter:

Analyst:

This is a Process Oriented Guided Inquiry Learning (POGIL) activity. You and your team will examine a working program. A series of questions will guide you through a cycle of exploration, concept invention, and application. There is strong evidence that this is more effective (and less boring) than a traditional lecture.

By the time you are done with this activity, you and your team should be able to:

- represent a graph.
- perform depth-first search.
- think more critically as a team.

Your team's recorder is responsible for writing your team's answers to the numbered questions on this form.

After you complete this activity, please fill out the short survey at

<http://goo.gl/forms/HXjyuUb2ou>

to improve this activity for future users.

## Playing the game

*Hex* was invented independently in 1942 by the Danish mathematician Piet Hein and in 1947 by the American mathematician John Nash (of *A Beautiful Mind* fame). It is a two-player game. Divide your team into pairs and play by running `Hex.java`. After the first game, divide your team differently and play again.

1. Is everyone done playing and ready to pay attention to the team?

You may need to go back to the game to answer some of the questions to come, but you should do so *deliberately*, because your team's manager assigned one or more people to find something out, not merely because you got bored with the conversation or thought you could answer a question better on your own.

2. What is the black player trying to accomplish?
3. What does the program do if you try to make an illegal move?
4. Is a tie possible? If so, give an example. If not, explain why not.



Stop here and wait for the other teams. If your instructor has given you a way to indicate that you have reached this point, use it now. Once all teams are ready, there will be a short discussion involving the whole class. Your team's presenter should be prepared to present any of your team's previous answers to the class. This discussion is also a good time for your team (through your presenter) to ask any questions you have.

## HexNode

Examine HexNode.java.

5. What is the type of the field `neighbors`?
  
  
  
  
  
  
  
  
  
6. Which two methods of the `ArrayList` class are called in `HexNode`?



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## HexModel

Examine HexModel.java.

7. If `size` is 3, how many HexNodes the the constructor create?
8. How did your team reach your answer to the previous question?
9. After the constructor finishes, which HexNodes are neighbors of `grid[0][0]`?
10. What two things does `playAt` accomplish?
11. Aside from tests, where is `search` called?

12. How could the method that calls `search` be implemented without the special nodes `north`, `south`, `east`, and `west`? (Special values or objects like these, placed at the boundaries of data structures, are called *sentinels*.)
13. How are the sentinels similar to the other `HexNodes`? How are they different?
14. What are the base cases in the recursive method `search`?
15. How does the game fail if you remove the check `visited.contains(node)`? (It might not fail for several moves.)

16. Explain the purpose of the list `visited`.
  
  
  
  
  
  
  
  
  
  
17. Why does `findWinner` need to create a new `ArrayList` for each call to `search`? In other words, what would go wrong if `findWinner` just created one `ArrayList` and used it for both calls?
  
  
  
  
  
  
  
  
  
  
18. Explain, in plain English, the algorithm implemented by `search`.



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