Part I:

OK,  time for the Risk tournament.  
  
Attached is a jar file.  
  
Instructions regarding jar files: <http://docs.oracle.com/javase/tutorial/deployment/jar/basicsindex.html>  
  
You should:  
1. copy jar file into your directory of choice  
2. extract all from the jar file: **jar xf tRisk.jar**  
3. run program: **java tRisk**  
4. You should have one java file: **player.java**  
5. You are to edit it for improvements and playing in the tourney.   
  
If you run **java tRisk** as is, you will see a bunch of prints that come from player.java (only one printing currently). That is all the code you are getting at this point.  
  
You are to modify player.java to:  
1. save all teritorynodes in a data structure for lookup. Could do an arrayList and then convert to an array. Write methods to lookup by shortname or longname, might want to use binary search on an array for speed. Or a hash into the array using a hash function on the three-char code. The game will use shortnames most of the time.  
2. save all connectionnodes for your map. Need method to determine if any two territories are connected.  
  
We are going to have a single-elimination tournament later. Maybe 3 out of 5 games for a match and the winner goes on and loser goes home.

Part II

Attached is version 2 of tRisk.jar.  
  
Now the gameBoard will run two players (playerA and playerRAN).  
  
It correctly allows both players to select their initial territories.  
  
I will continue to develop playerRAN (random).  
  
Your assignment is to improve playerA (picks randomly) to pick initial territories.  
  
The new transactions class is listed here:  
  
public enum transactions  
{   
   STATUS,  
   GAME\_NODE,  
   TERRITORY\_NODE,  
   CONNECTION\_NODE,  
   MAP\_UPDATE,  
   YOU\_PLACE\_ARMY  
       
}   
  
rbf

Part III:

Take PlayerRAN.java and improve it.  
  
New transaction too.  
  
public enum transactions  
{   
   STATUS,  
   GAME\_NODE,  
   TERRITORY\_NODE,  
   CONNECTION\_NODE,  
   MAP\_UPDATE,  
   YOU\_PLACE\_ARMY,  
   YOU\_ATTACK,  
   ATTACK\_DONE,  
   YOU\_FORTIFY       
}