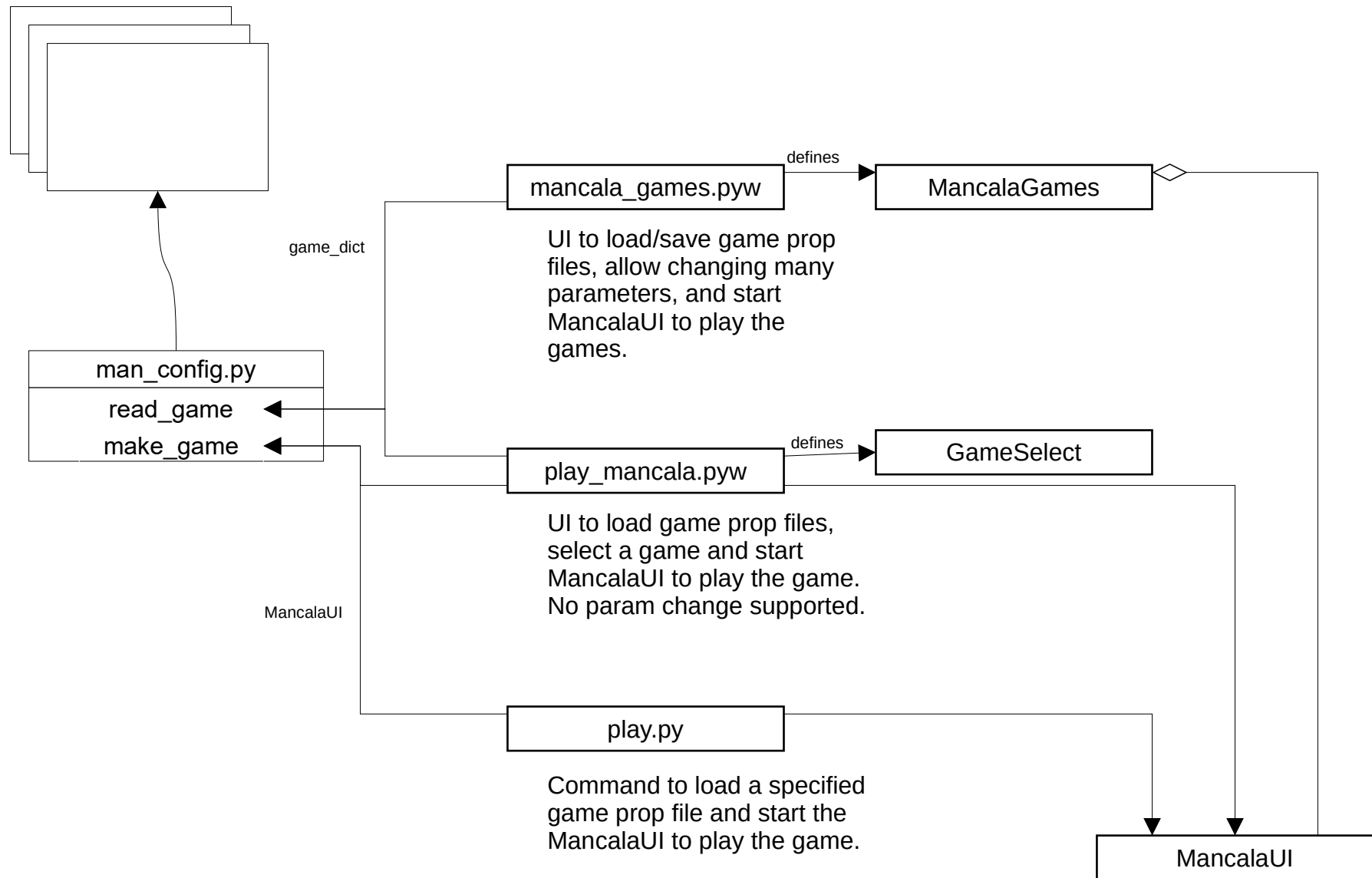
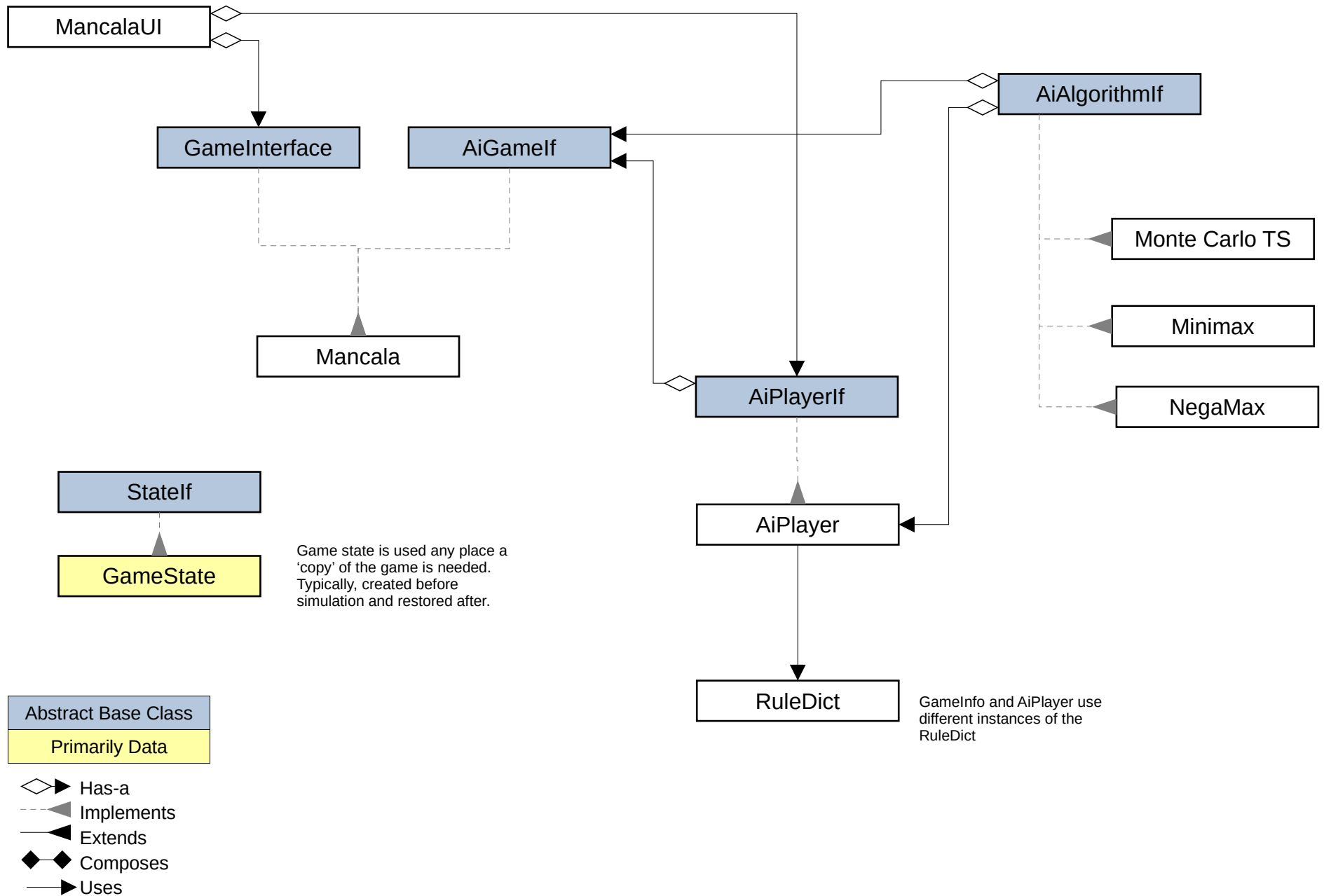


Mancala Games

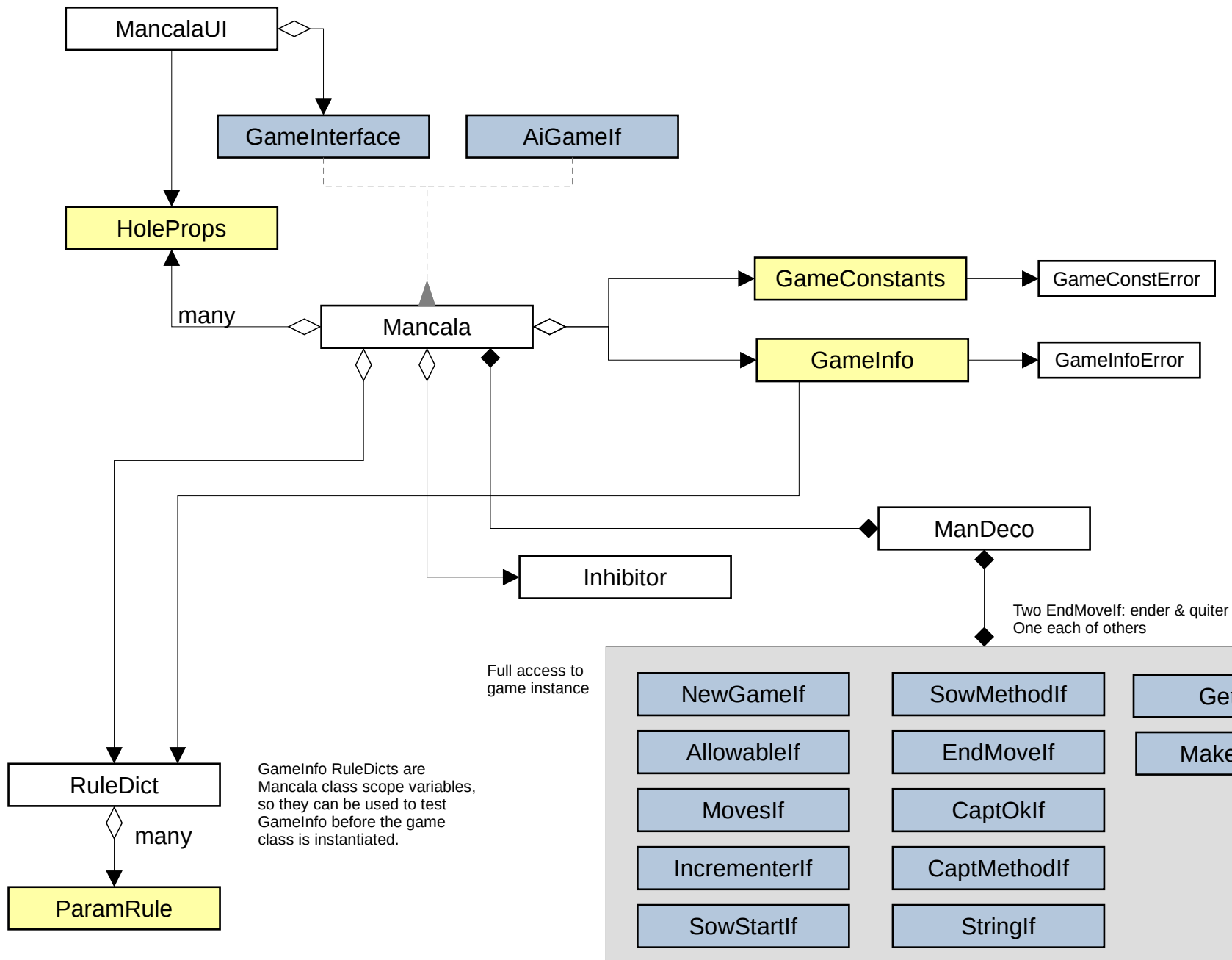
Game Property Files



Mancala UI, Mancala & AI Classes



Mancala Classes



Decorator Usage

Mancala Move Steps

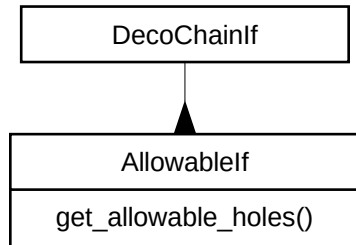
Mancala Methods (mancala.py)		Step Number	Description	Decorator(s)
move		1	Execute pass	
	do_sow	2	Start Sow (parse move, first hole, seeds)	sow_start
		3	Get Direction (CW or CCW)	get_direction, make_child
		4	Sow – drop seeds	sower & incrementer
	capture_seeds	5	Capture Seeds	capt_ok, capturer & incrementer, make_child
	win_conditions	6	Win Condition – is game over	ender

Decorator Calls (non-move)

Interface	Method (mancala.py)	Decorator
GameInterface	new_game	new_game
GameInterface	end_game	quitter
GameInterface	get_allowable_holes	allowables
AIGameIf	get_moves	get_moves
not applicable	__str__	get_string

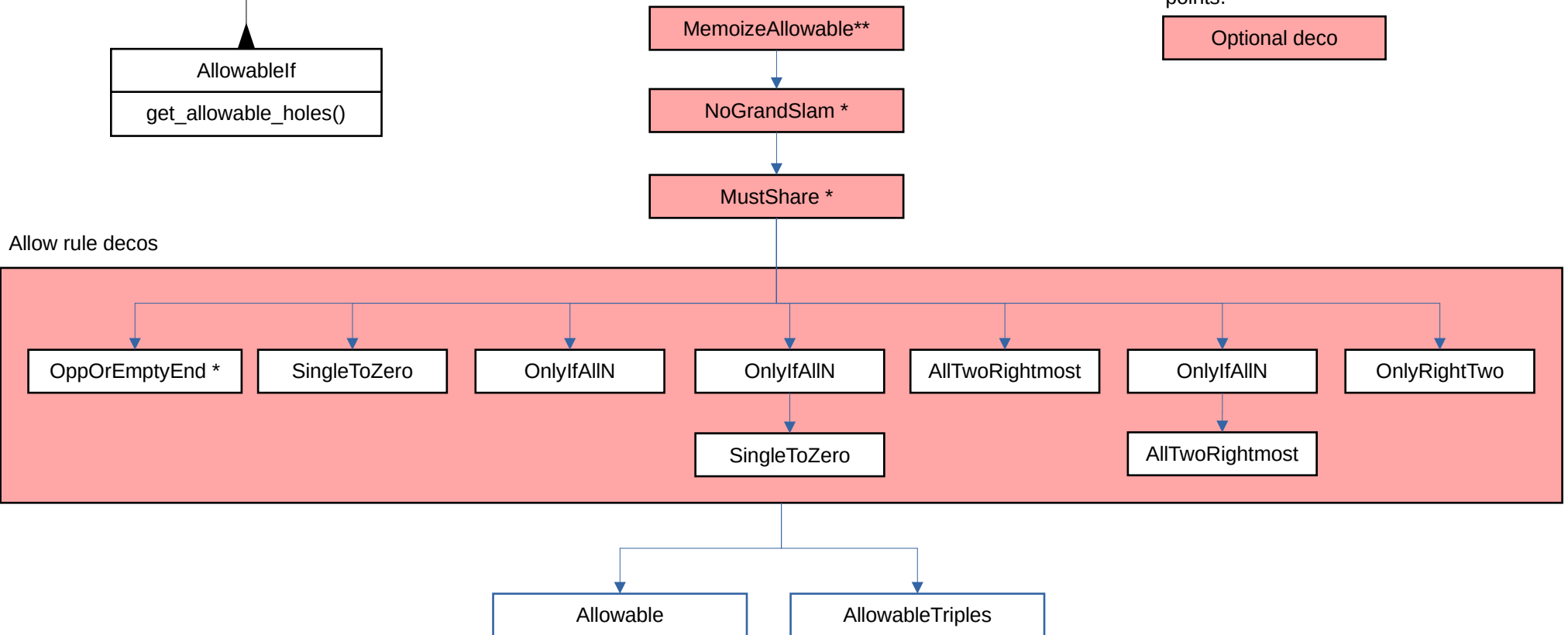
OUT OF DATE:
This isn't accurate
and is missing
some deco chains.

Allowables Decorators and Chain



One path down the deco chain is used.
Intersecting arrows are decision points.

Optional deco



State variables read:

turn
board
store
blocked
owner
child
mcount

Parameters:

min_move
allow_rule
mlength
mustshare
grandslam

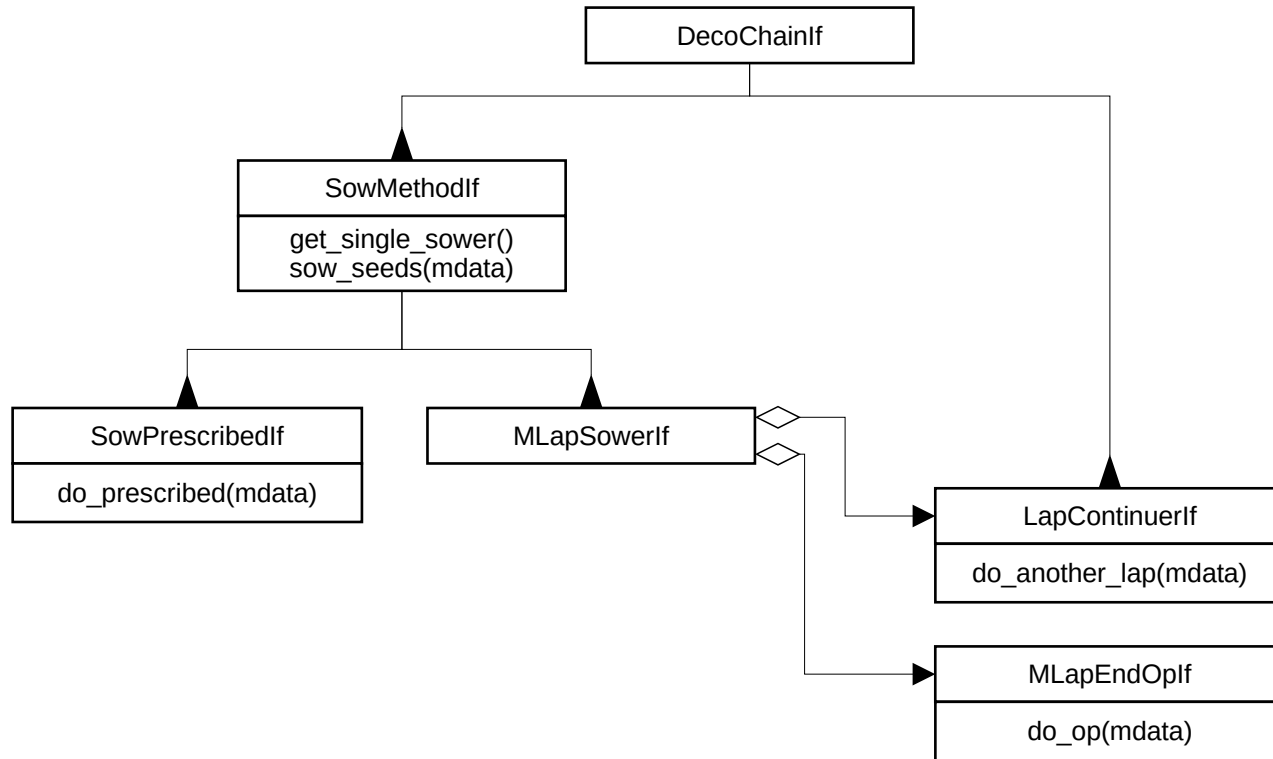
Notes:

Some allow rule decos are shown more than once for clarity.

* Simulates some portion of moves to determine allowables

** MemoizeAllowable is used for deco's that simulate moves

Sower Decorators



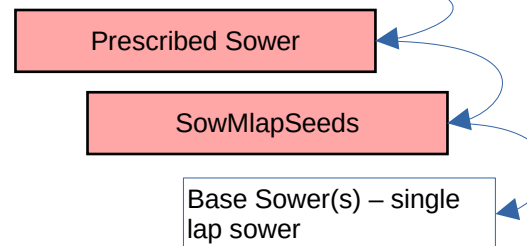
State variables:

Reads
turn
child
mcount
Changes
board
store
blocked

Parameters:

capt_max
capt_min
capt_on
child_type
crosscapt
evens
goal
gparam_one
mlaps
prescribed
sow_direct
sow_own_store
sow_rule
visit_opp

Sower Deco



LapperContinuerIf Deco Chain

