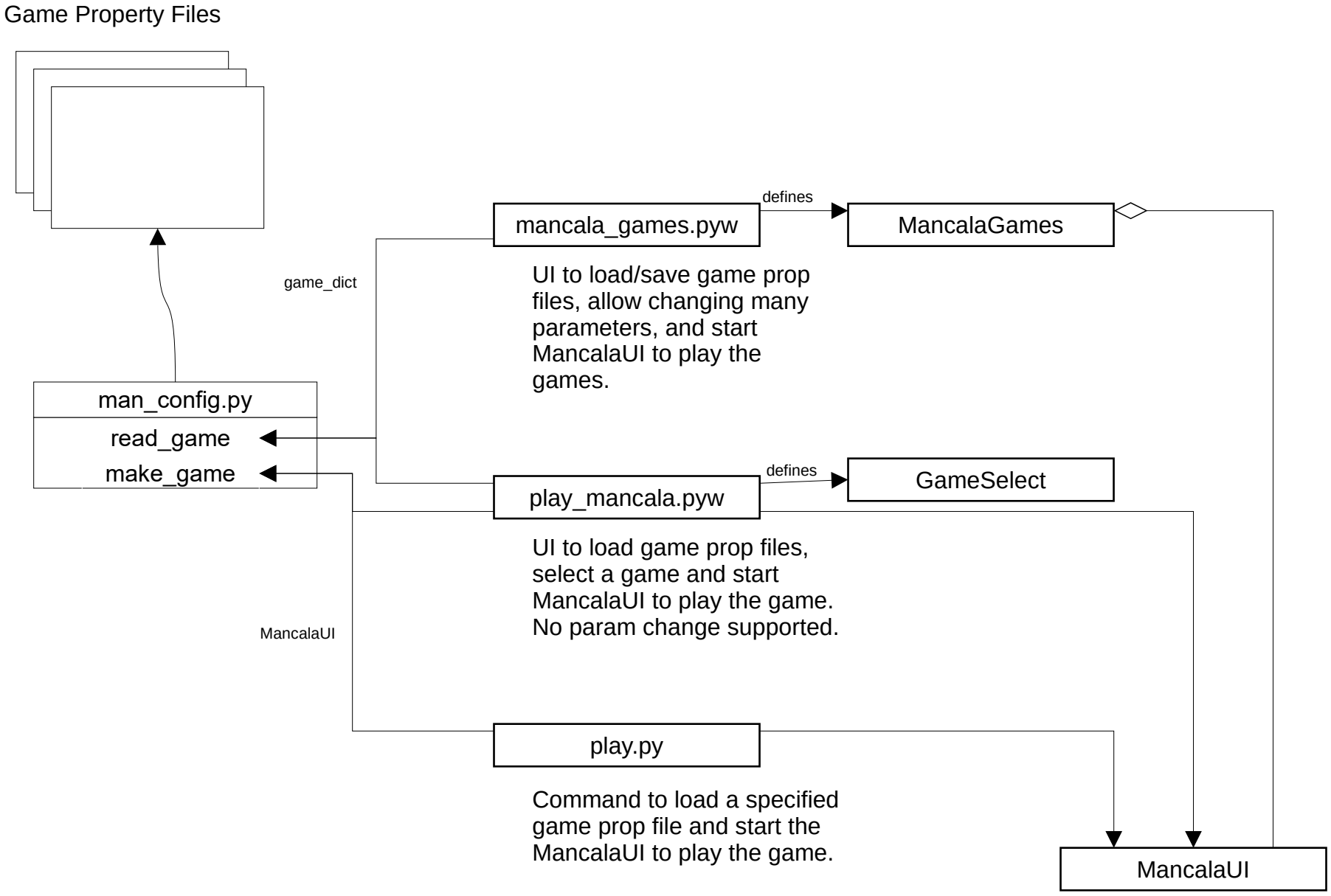
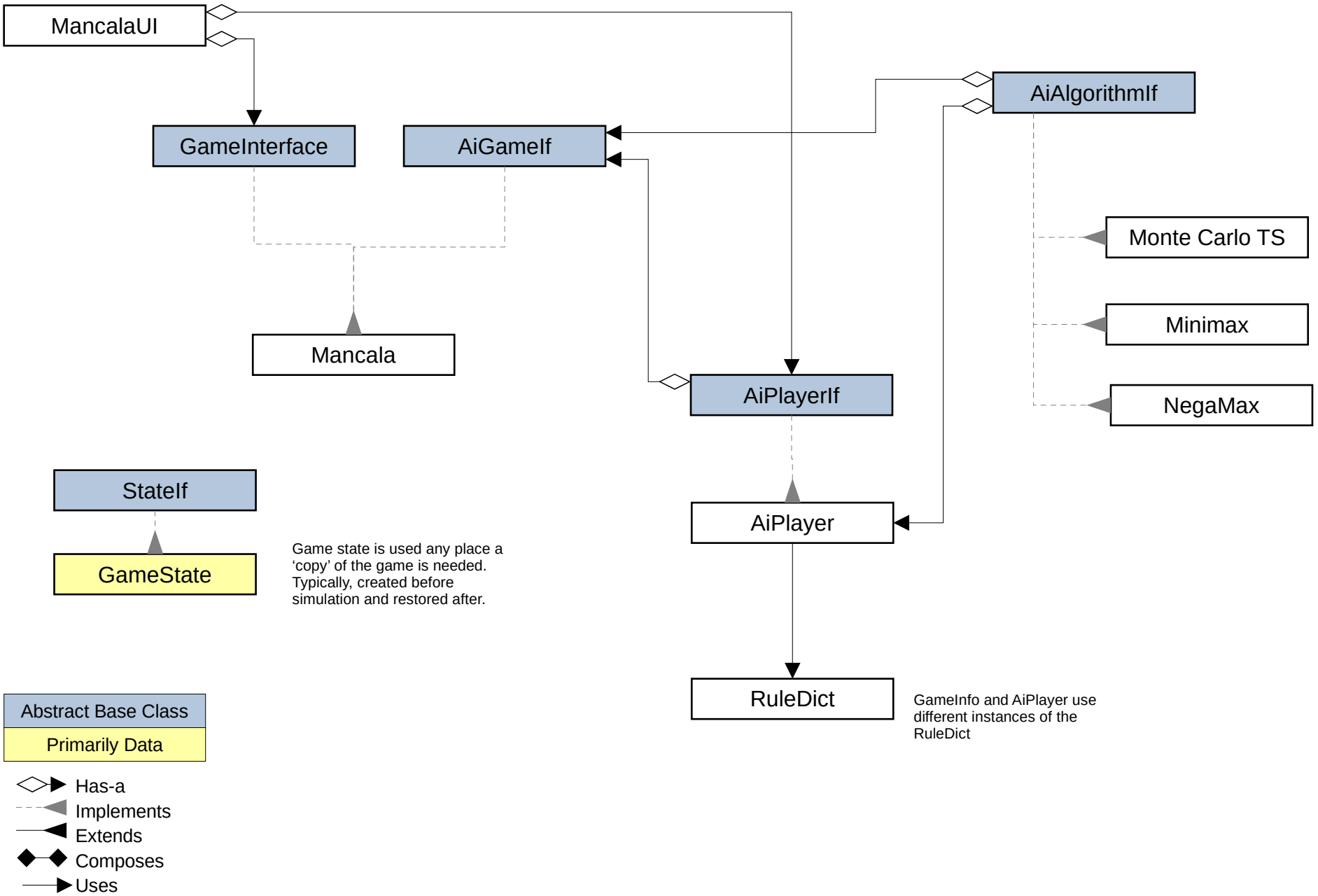
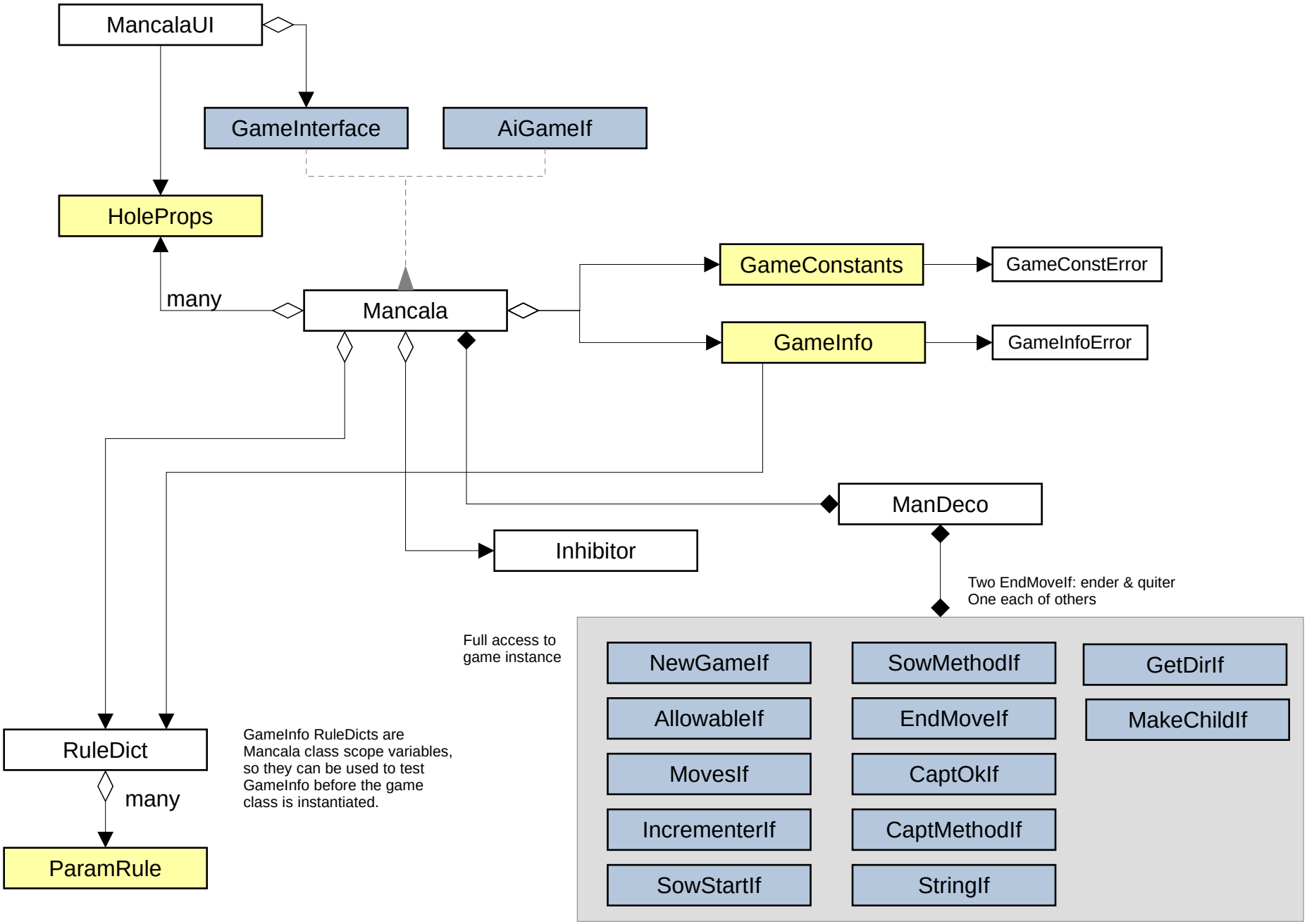
Mancala Games



Mancala UI, Mancala & AI Classes



Mancala Classes



Decorator Usage

Mancala Move Steps

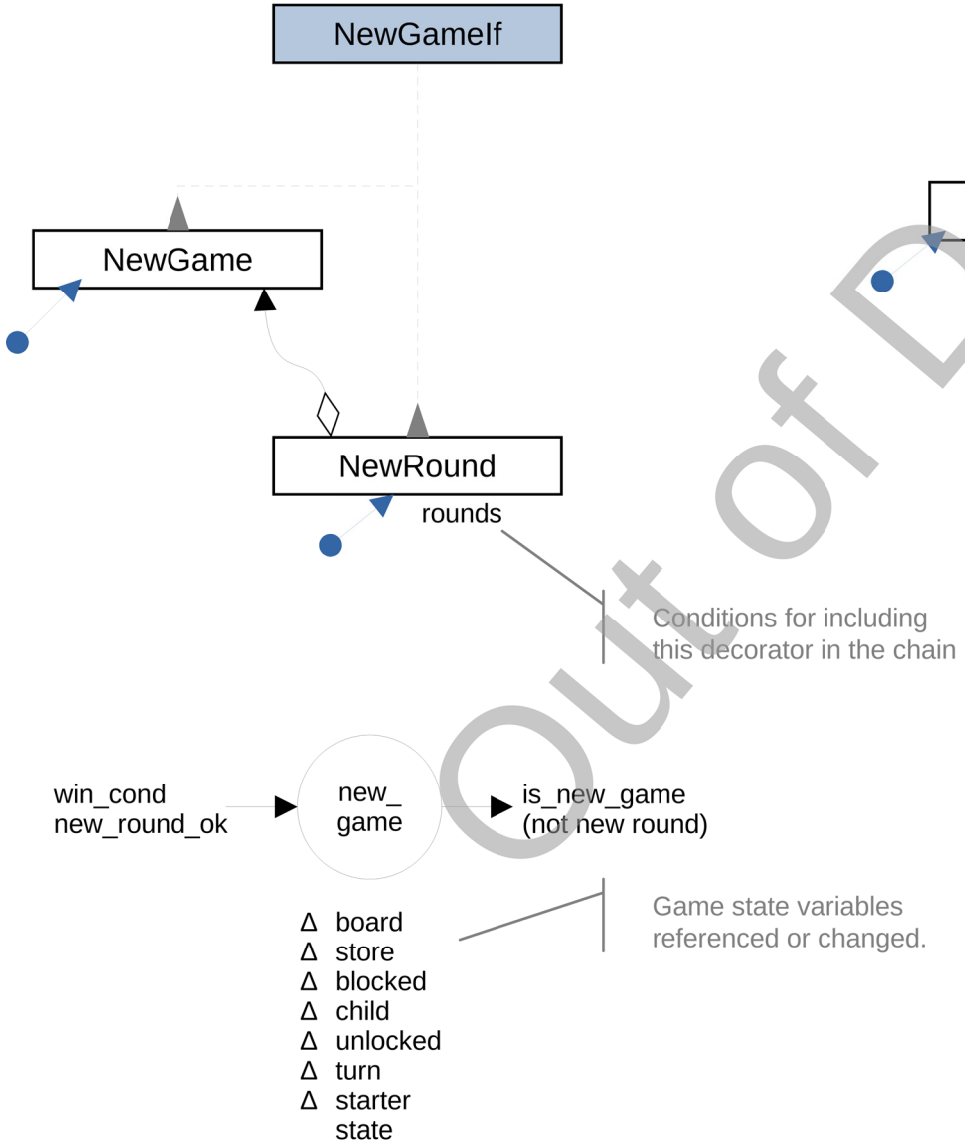
Mancala Methods (mancala.py)		Step Number	Description	Decorator(s)
move		1	Execute pass	
	do_sow	2	Start Sow (parse move, first hole, seeds)	sow_start
		3	Get Direction (CW or CCW)	get_direction, make_child
		4	Sow – drop seeds	sower & incrementer
	capture_seeds	5	Capture Seeds	capt_ok, capturer & incrementer,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

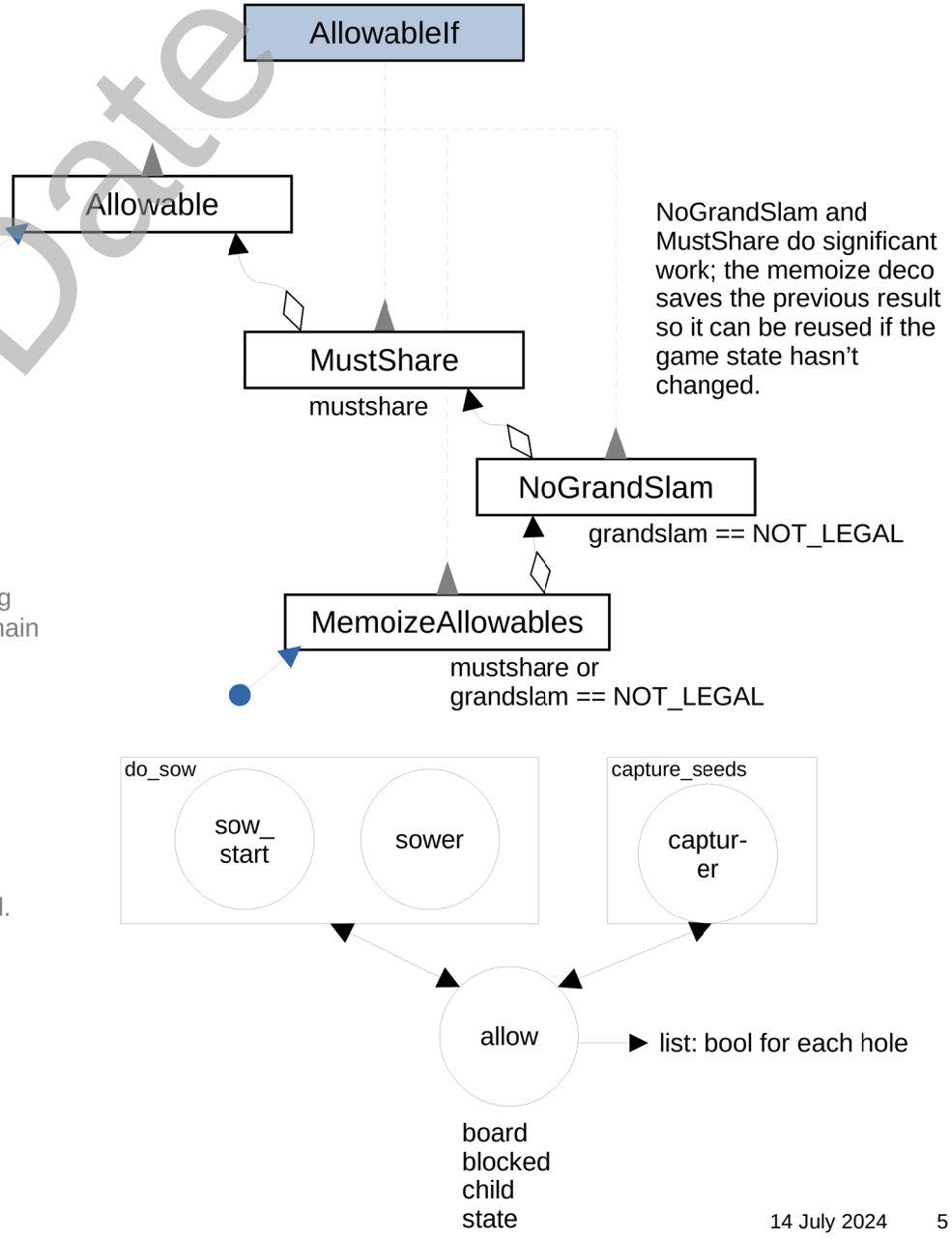
New Game Classes and Deco

new_game.py



Allowable Classes and Deco

allowables.py



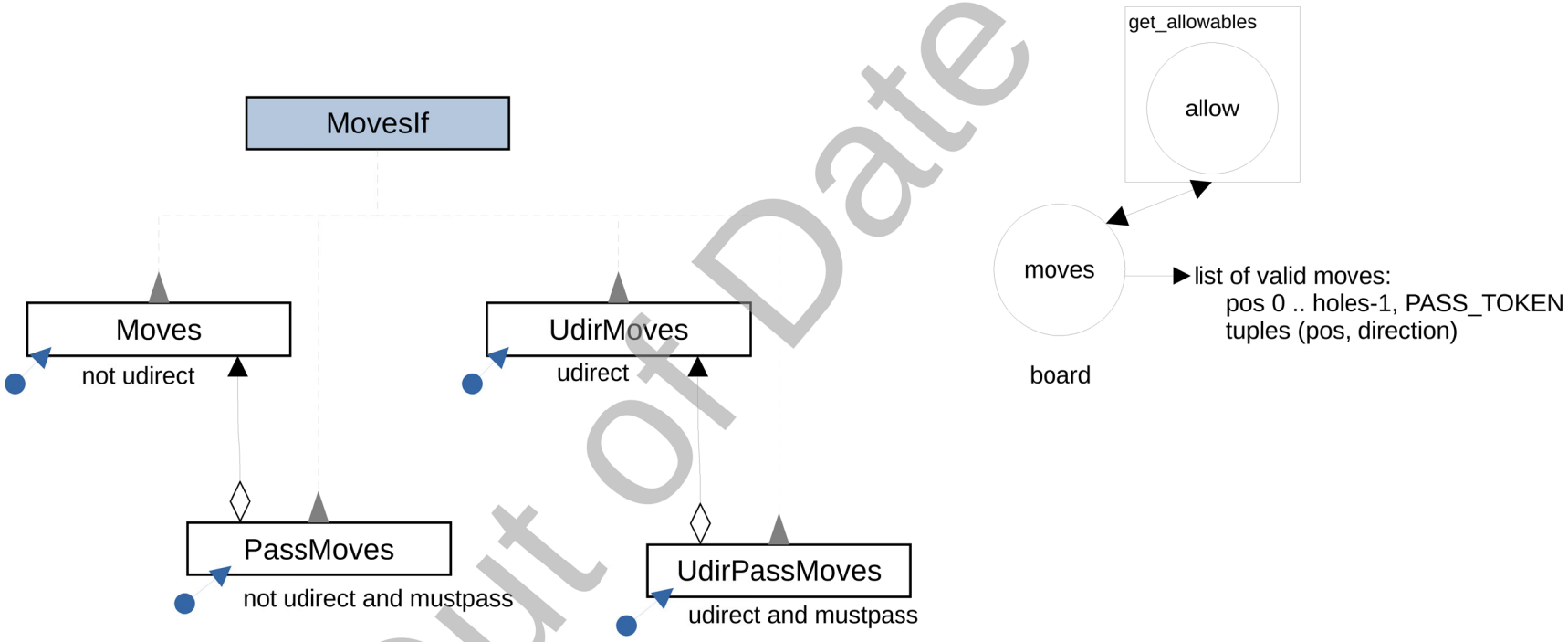
Out of Date

Possible decorator chain start

Δ game state changed

Get Moves Classes and Deco

get_moves.py



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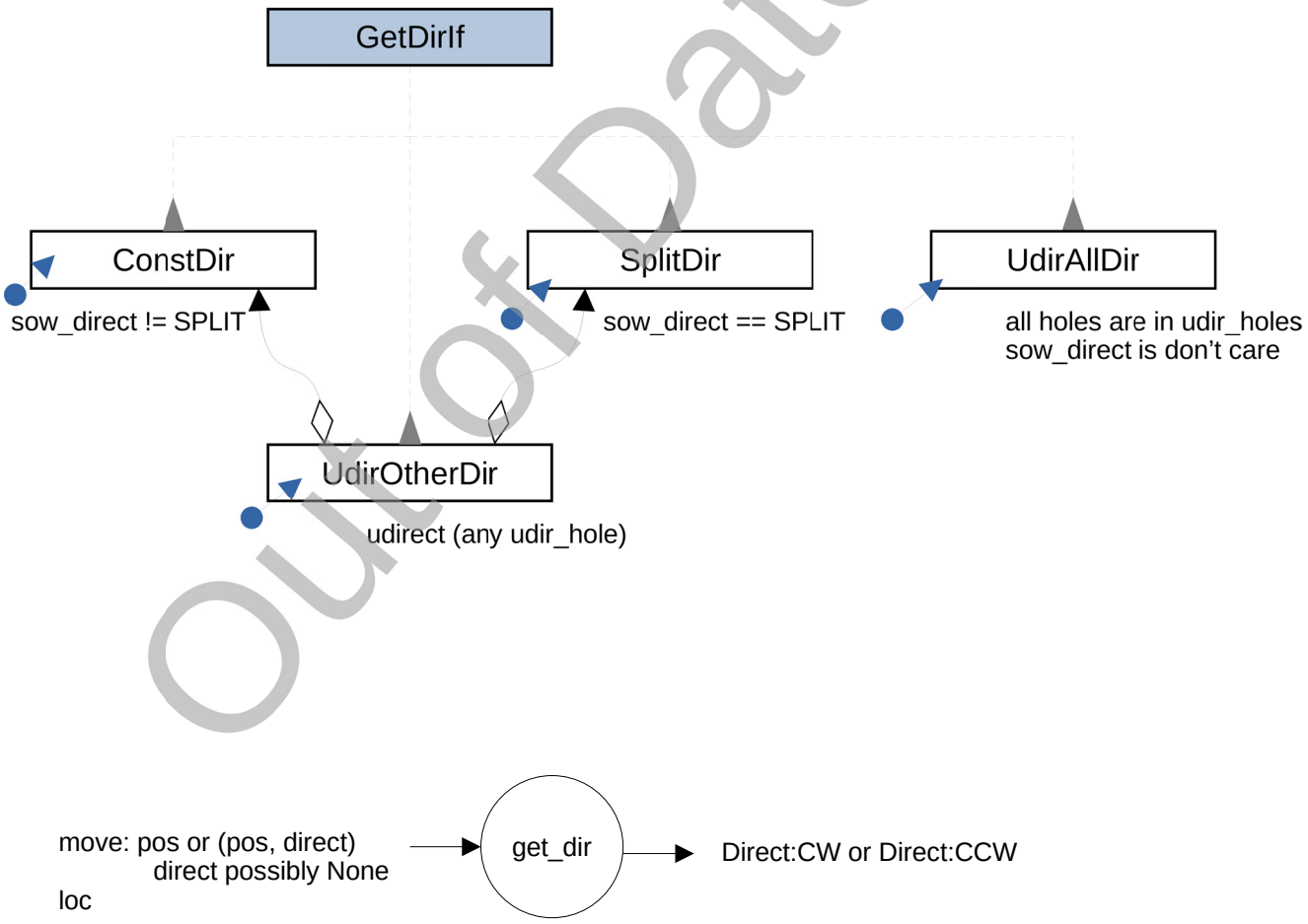
Get Direction Classes and Deco

get_direction.py



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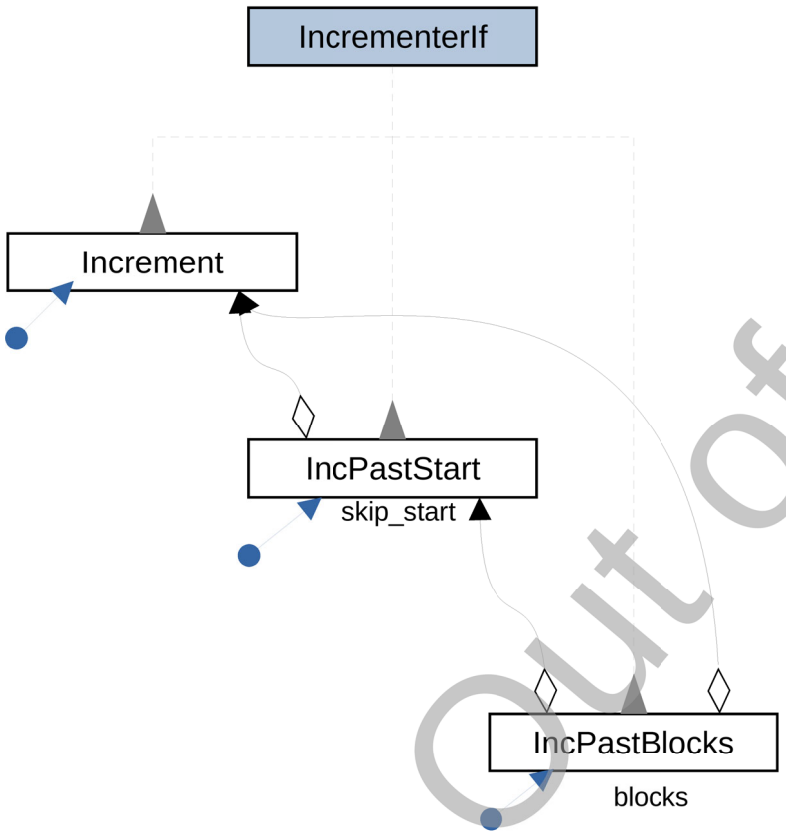
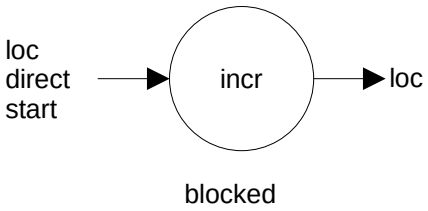
Incrementer Classes and Deco

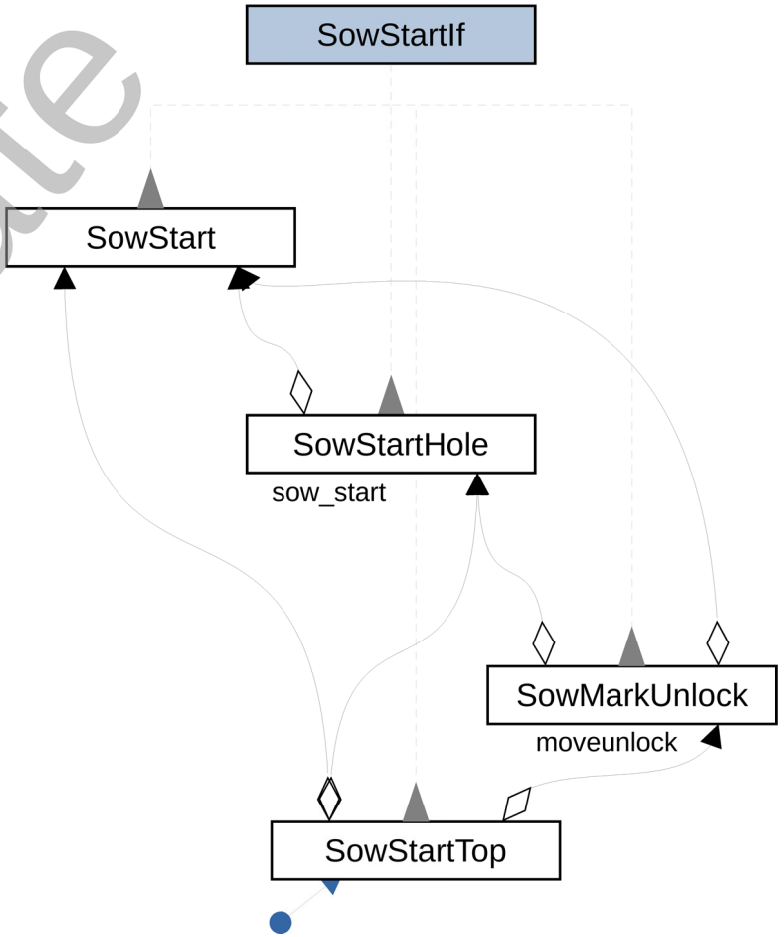
incrementer.py

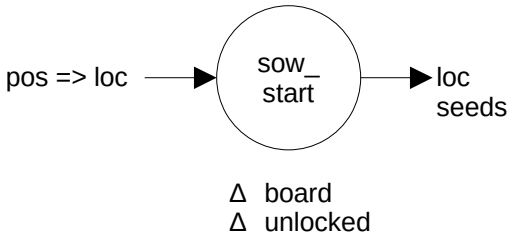




Sow Starter Classes and Deco

sow_starter.py

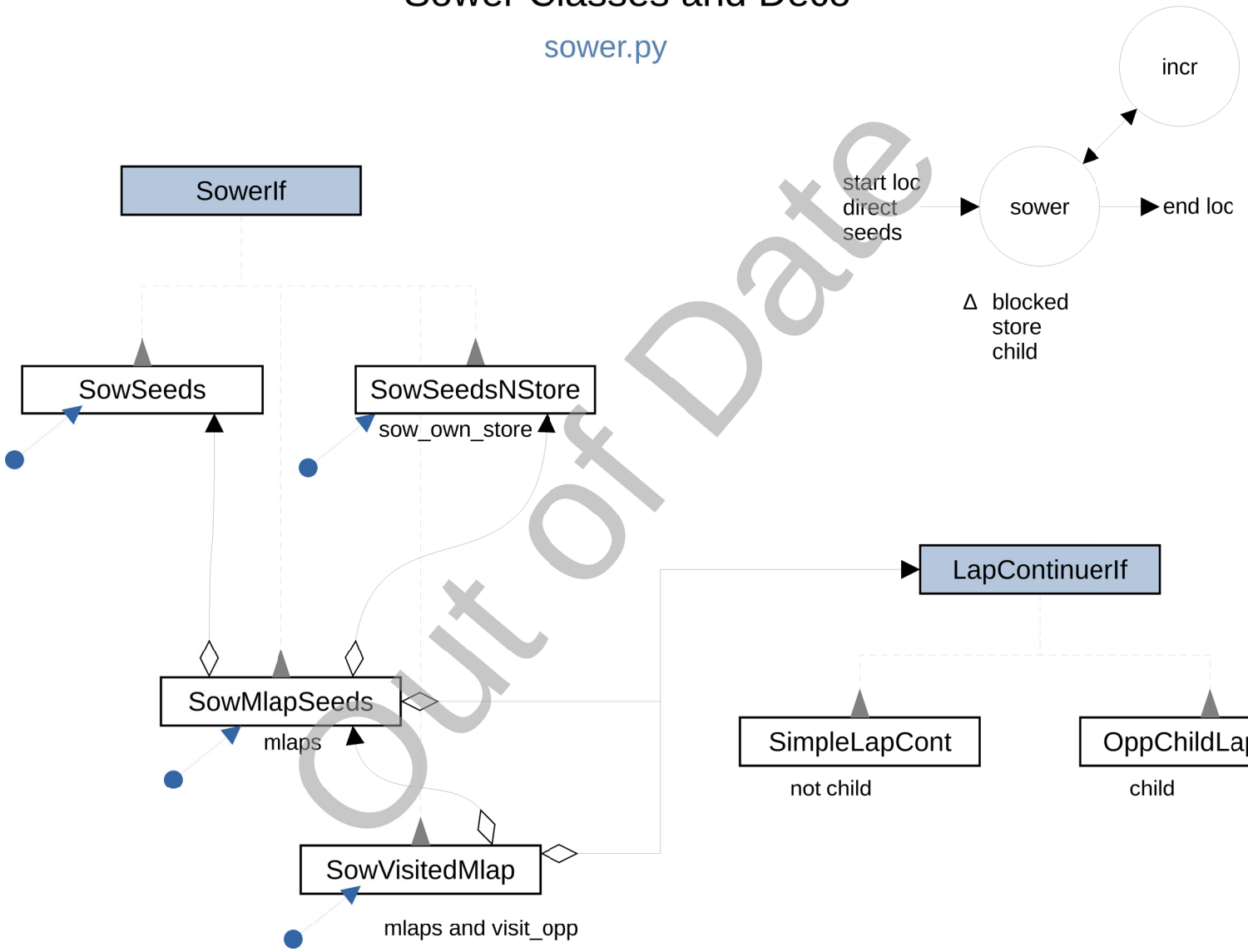




Out of Date

Sower Classes and Deco

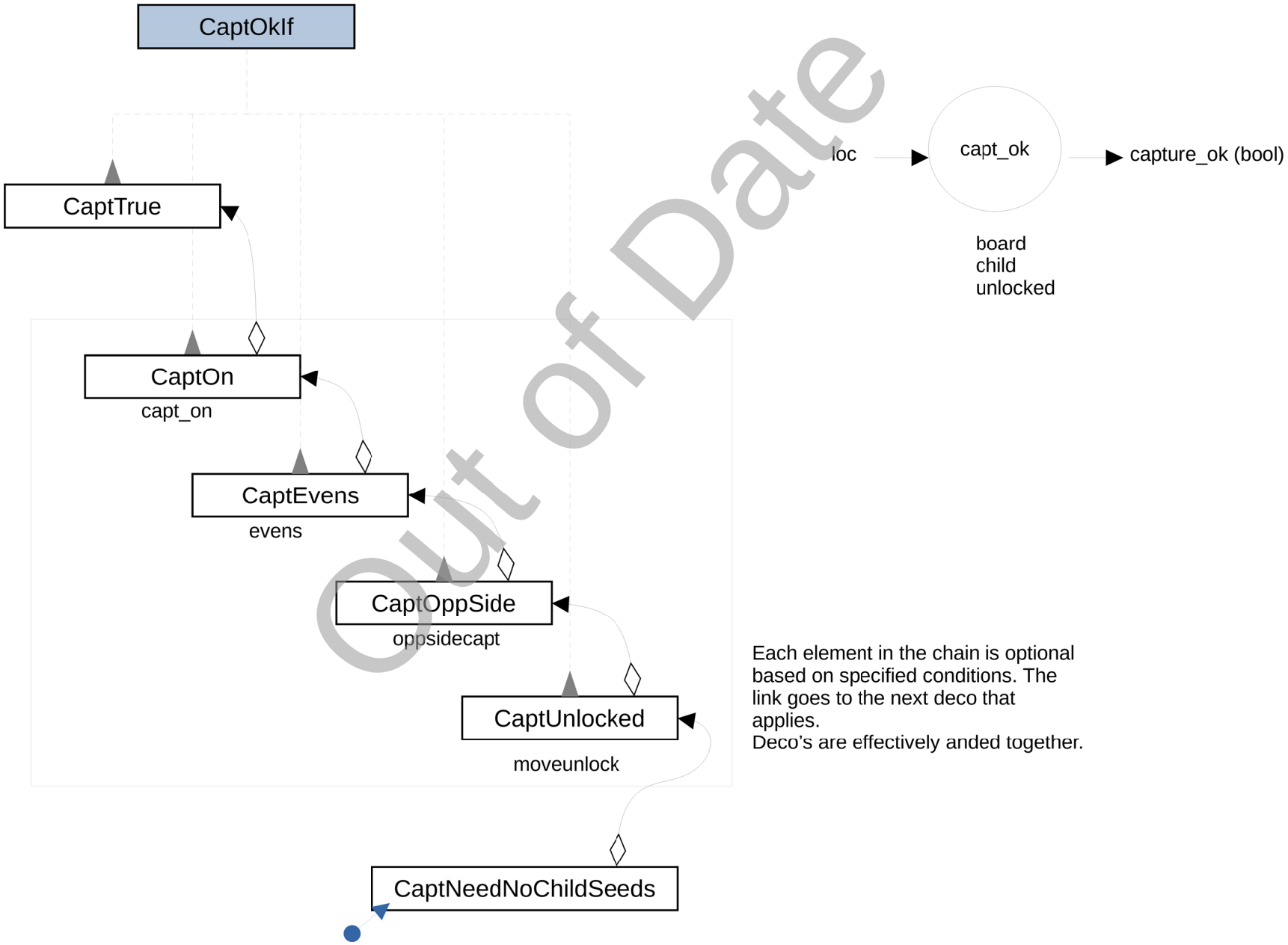
sower.py



Out of Date

Capt Ok Classes and Deco

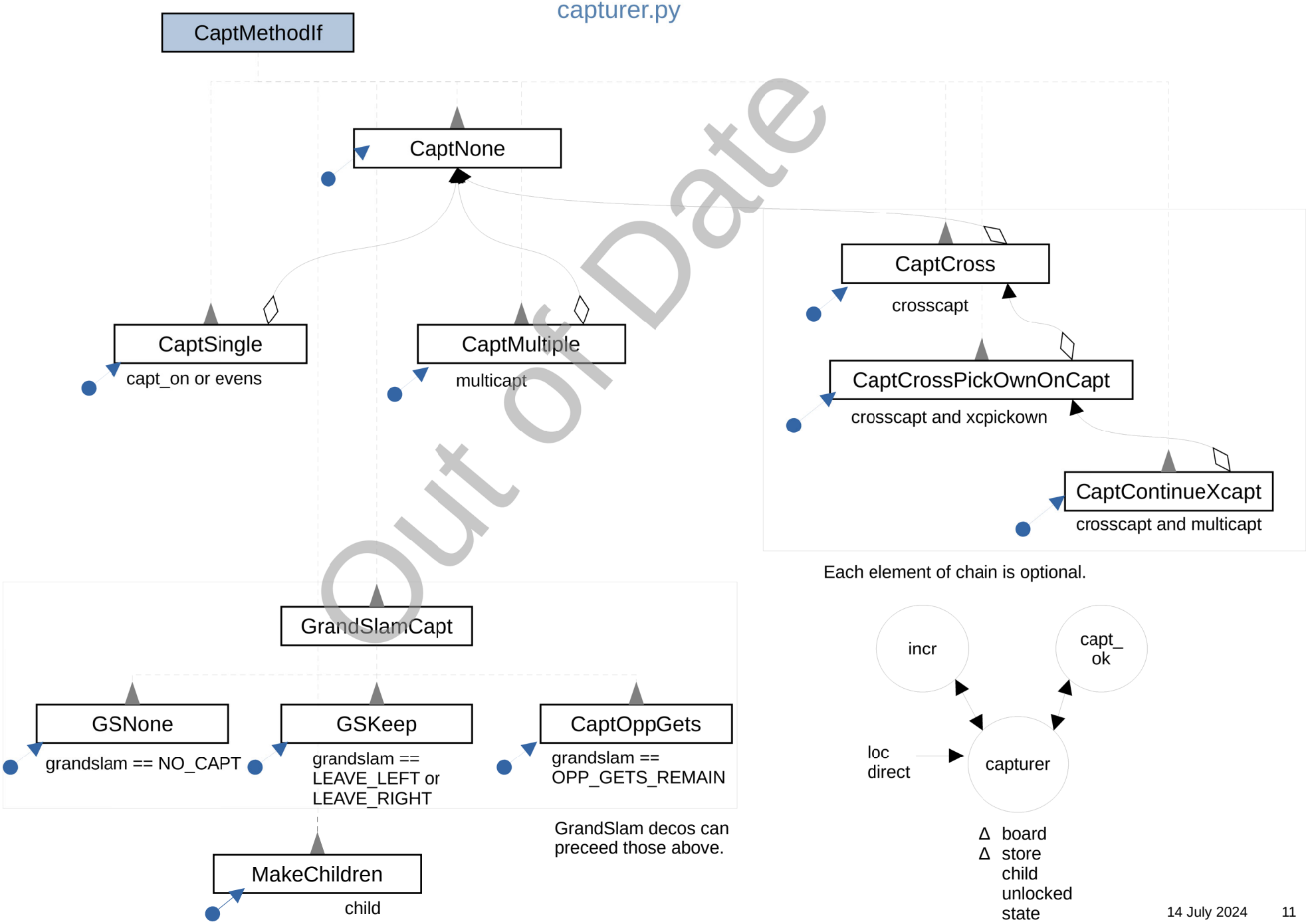
capt_ok.py



Each element in the chain is optional based on specified conditions. The link goes to the next deco that applies.
Deco's are effectively anded together.

Capturer Classes and Deco

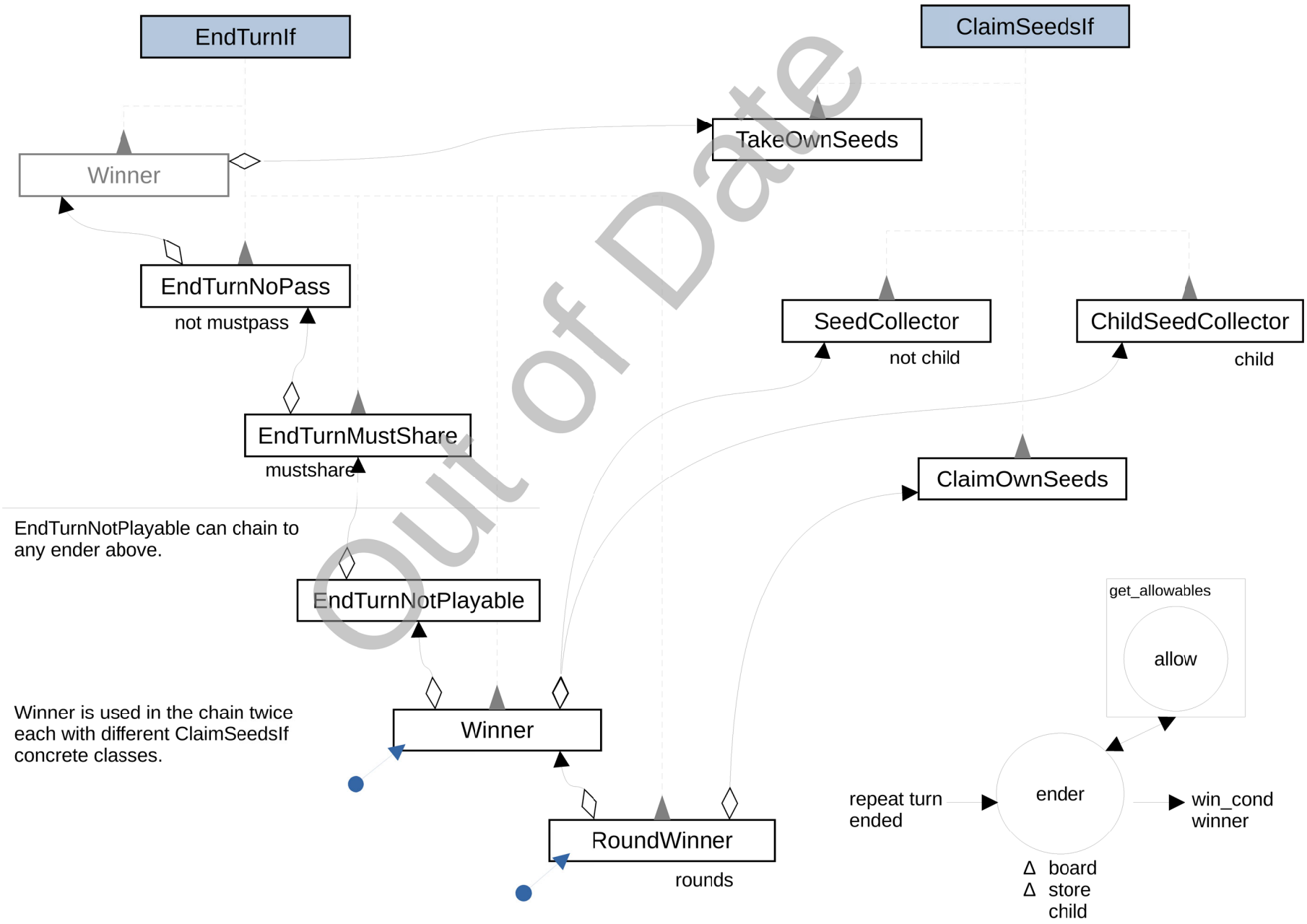
capturer.py



Out of Date

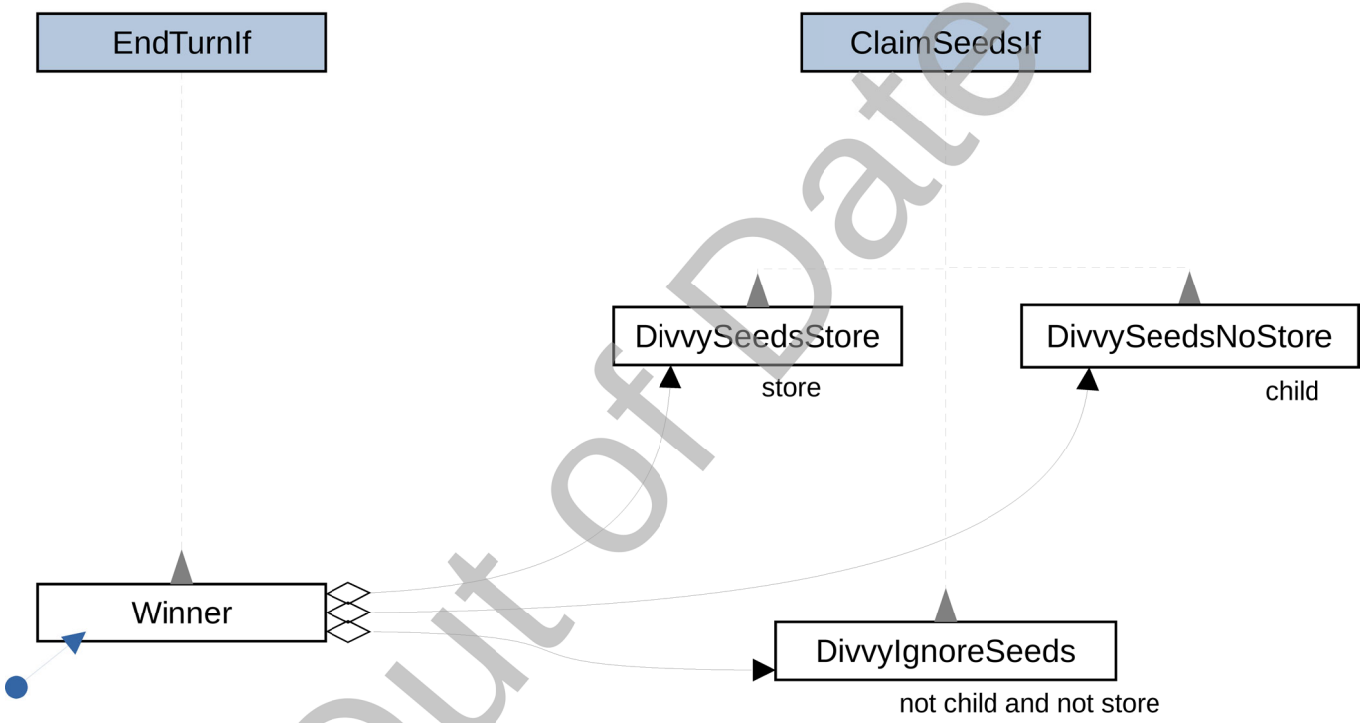
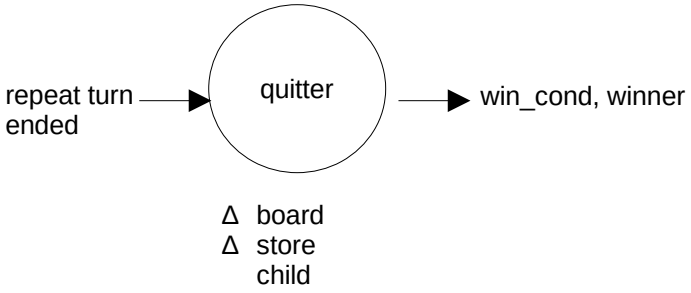
Move Ender Classes and Deco

end_move.py



Quitter Classes and Deco

end_move.py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