What algorithm did you use? Draw diagrams. Show what each person did as part of the project.

I used back propagation. I would remove the last move of the losing player. One choice would remain for each cup.

What did you use to model the pile of coins? Data type? Implementation

To model each cup and it’s available choices, I used an ArrayList of “Cup” objects that had an ArrayList of “Choice” objects that had a boolean and an integer. The boolean store whether or not the move is available. The integer stores the value.

What did you use to model the cups?

To model each cup and it’s available choices, I used an ArrayList of a “Cup” objects.

Will your code run with one human (or one random number generator) vs the code to complete one entire game?

To train, the code runs two random number generators against each other. A human player or a random number generator can run against the code.

The output left multiple paths to victory

[ Cup 0 { 1, true }, { 2, false }, { 3, true } ]

[ Cup 1 { 1, true }, { 2, false }, { 3, false } ]

[ Cup 2 { 1, true }, { 2, false }, { 3, false } ]

[ Cup 3 { 1, true }, { 2, false }, { 3, false } ]

[ Cup 4 { 1, false }, { 2, false }, { 3, true } ]

[ Cup 5 { 1, true }, { 2, true }, { 3, true } ]

[ Cup 6 { 1, true }, { 2, true }, { 3, true } ]

[ Cup 7 { 1, true }, { 2, false }, { 3, false } ]

[ Cup 8 { 1, true }, { 2, false }, { 3, false } ]

[ Cup 9 { 1, false }, { 2, false }, { 3, true } ]

[ Cup 10 { 1, false }, { 2, true }, { 3, false } ]

[ Cup 11 { 1, true }, { 2, false }, { 3, true } ]

[ Cup 12 { 1, false }, { 2, true }, { 3, false } ]

[ Cup 13 { 1, true }, { 2, false }, { 3, false } ]

[ Cup 14 { 1, false }, { 2, false }, { 3, false } ]

[ Cup 15 { 1, false }, { 2, false }, { 3, false } ]