# Update Log

## V1.11

Not Released

Delete games in the outcome of V1.14.1 that doesn’t attack or defense

Input: V1.14.1

Output: List of games that attack or defense

## V1.10

Not Released

Replace V1.5, V1.5.1, V1.6, V1.7, V1.8, V1.9

Input: V1.14.1

Output: One list of indexes, and three list of statistical results

## V1.9

Remove the game that still plays after it ends

Input: V1.5.1, V1.8(From V1.4.1)

Output: List of games that follows the rule

## V1.8

Remove the zero in the outcome of V1.14.1

Input: V1.4.1

Output: V1.4.1 without zero

## V1.7

The original version of V3.0

Input: V1.9, V1.11

Output: -

## V1.6 (V1.6.1)

Calculating probability from V1.4 to V1.5.1

Input: V1.4.1, V1.5.1, V1.9(fromV1.8)

Output: Three list of amounts (Correspond to V1.5.1)

## V1.5 (V1.5.1)

Generate the index that needs for calculating the probability

Input: -

Output: List of possibility

## V1.4 (V1.4.1)

Supports setting range, Add more information in each output. Remove games that plays after game ends

Input: -

Output: Two list of outcomes (12 digits)

## V1.3 (V1.3.1, V1.3.2)

Collect all possibility with winner, winning ways, and use of chess

Input: -

Output: Two list of outcomes (10 digits)

## V1.2

Collects all possibility (Statistics up to 400000)

Input: -

Output: Two list of outcomes (9 digits)

## V1.1

Collects all possibility (Statistics up to 200000)

Input: -

Output: List of outcomes (9 digits)

## V1.0

Count the amount of possibility (All possibility)

Input: -

Output: Amount of” A win”,” B win” and “Tie”