**上机考核**

**所抽题目<43>题。**

**题目：**

（43）在 playOn 模式下，如果对方比我先接近球，则离球最近的队员去

盯球，其他球员定距离自己最近的对方球员。

**代码：**

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| //首先在WorldModel.h添加声明  public:  bool func43();  //然后在WorldModel.cpp中编写函数  bool WorldModel::func43(){  //获取对方离球最近的球员  ObjectT opp = getFastestInSetTo(OBJECT\_SET\_OPPONENTS, OBJECT\_BALL);  //获取对方离球最近的球员与球的距离  double oppDisToBall = getGlobalPosition(opp).getDistanceTo(getBallPos());  //获取我方离球最近的球员  ObjectT teammate = getFastestInSetTo(OBJECT\_SET\_TEAMMATES, OBJECT\_BALL);  //获取对方离球最近的球员与球的距离  double teammateDisToBall = getGlobalPosition(teammate).getDistanceTo(getBallPos());  //对方更近返回真，否则返回假  if (oppDisToBall < teammateDisToBall) {  return true;  }  else {  return false;  }  }  //PlayerTeams中，将无球队员跑位决策代码做出修改  //如果满足题意则执行下列代码  if (WM->func43()) {  //获取里对面持球队员最近的我方球员  ObjectT teammate = WM->getClosestInSetTo(OBJECT\_SET\_OPPONENTS, WM->getBallPos());  //如果我是该球员我去盯球  if (WM->getAgentObjectType() == teammate) {  soc = moveToPos(WM->getBallPos(), 40);  }  //如果不是就去盯防离自己最近的对手  else {  ObjectT opp = WM->getClosestInSetTo(OBJECT\_SET\_OPPONENTS, WM->getAgentObjectType());  VecPosition oppPos = WM->getMarkingPosition(opp, 2.0, MARK\_BALL);  soc = moveToPos(oppPos, PS->getPlayerWhenToTurnAngle());  }  } |