

(Downloaded from <https://cs.stanford.edu/~knuth/programs.html> and typeset on September 17, 2017)

1. Data for dancing. This program creates data suitable for the DANCE routine, given the description of a board to be covered and a set of polyiamond shapes.

The first line of input names all the board positions, in any order. Each position is a two-digit number representing x and y coordinates, or a two-digit number followed by an asterisk; each “digit” is a single character, 0–9 or a–z representing the numbers 0–35. The asterisk denotes a triangle with point down. For example,

00 00* 01 10

is one way to describe a triangular board, two units on a side.

The second line of input names all the pieces. Each piece name consists of at most three characters; the name should also be distinguishable from a board position. (The program does not check this.)

The remaining lines of input describe the polyiamonds. First comes the name, followed by two integers s and t , meaning that the shape should appear in s rotations and t transpositions. Then come two-digit coordinates for each cell of the shape. For example, the line

G 6 2 00* 01 01* 10 10* 20

describes a hexiamond that can appear in 12 orientations. (See the analogous program for polyominoes.)

```
#define max_pieces 100    /* at most this many shapes */
#define buf_size 36*36*3+8 /* upper bound on line length */
#include <stdio.h>
#include <ctype.h>
  (Global variables 4)
  (Subroutines 3);
main()
{
  register char *p, *q;
  register int j, k, n, x, y, z;
  (Read and output the board 2);
  (Read and output the piece names 5);
  (Read and output the pieces 6);
}
```

```

2. #define panic(m)
    { fprintf(stderr, "%s!\n%s", m, buf); exit(-1); }

⟨Read and output the board 2⟩ ≡
    fgets(buf, buf_size, stdin);
    if (buf[strlen(buf) - 1] ≠ '\n') panic("Input_line_too_long");
    bxmin = bymin = 35; bxmax = bymax = 0;
    for (p = buf; *p; p += 3) {
        while (isspace(*p)) p++;
        if (¬*p) break;
        x = decode(*p);
        if (x < 0) panic("Bad_x_coordinate");
        y = decode*(p + 1);
        if (y < 0) panic("Bad_y_coordinate");
        if (*(p + 2) ≡ '*') p++, z = 1; else z = 0;
        if (¬isspace*(p + 2)) panic("Bad_board_position");
        if (board[x][y][z]) panic("Duplicate_board_position");
        if (x < bxmin) bxmin = x;
        if (x > bxmax) bxmax = x;
        if (y < bymin) bymin = y;
        if (y > bymax) bymax = y;
        board[x][y][z] = 1;
    }
    if (bxmin > bxmax) panic("Empty_board");
    fwrite(buf, 1, strlen(buf) - 1, stdout);    /* output all but the newline */

```

This code is used in section 1.

```

3. ⟨Subroutines 3⟩ ≡
    int decode(c)
        char c;
    {
        if (c ≤ '9') {
            if (c ≥ '0') return c - '0';
        } else if (c ≥ 'a') {
            if (c ≤ 'z') return c + 10 - 'a';
        }
        return -1;
    }

```

See also section 12.

This code is used in section 1.

```

4. ⟨Global variables 4⟩ ≡
    char buf[buf_size];
    int board[36][36][2];    /* cells present */
    int bxmin, bxmax, bymin, bymax;    /* used portion of the board */

```

See also section 7.

This code is used in section 1.

```

5. ⟨Read and output the piece names 5⟩ ≡
    if (¬fgets(buf, buf_size, stdin)) panic("No_piece_names");
    printf("_ %s", buf);    /* just pass the piece names through */

```

This code is used in section 1.

```

6.  ⟨ Read and output the pieces 6 ⟩ ≡
    while (fgets(buf, buf_size, stdin)) {
        if (buf[strlen(buf) - 1] ≠ '\n') panic("Input_line_too_long");
        for (p = buf; isspace(*p); p++) ;
        if (¬*p) panic("Empty_line");
        for (q = p + 1; ¬isspace(*q); q++) ;
        if (q > p + 3) panic("Piece_name_too_long");
        for (q = name; ¬isspace(*p); p++, q++) *q = *p;
        *q = '\0';
        for (p++; isspace(*p); p++) ;
        s = *p - '0';
        if ((s ≠ 1 ∧ s ≠ 2 ∧ s ≠ 3 ∧ s ≠ 6) ∨ ¬isspace(*(p + 1))) panic("Bad_s_value");
        for (p += 2; isspace(*p); p++) ;
        t = *p - '0';
        if ((t ≠ 1 ∧ t ≠ 2) ∨ ¬isspace(*(p + 1))) panic("Bad_t_value");
        n = 0;
        xmin = ymin = 35; xmax = ymax = 0;
        for (p += 2; *p; p += 3, n++) {
            while (isspace(*p)) p++;
            if (¬*p) break;
            x = decode(*p);
            if (x < 0) panic("Bad_x_coordinate");
            y = decode(*(p + 1));
            if (y < 0) panic("Bad_y_coordinate");
            if (*(p + 2) ≡ '*' ) p++, z = 1; else z = 0;
            if (¬isspace(*(p + 2))) panic("Bad_board_position");
            if (n ≡ 36 * 36 * 2) panic("Pigeonhole_principle_says_you_repeated_a_position");
            xx[n] = x, yy[n] = y, zz[n] = z;
            if (x < xmin) xmin = x;
            if (x > xmax) xmax = x;
            if (y < ymin) ymin = y;
            if (y > ymax) ymax = y;
        }
        if (n ≡ 0) panic("Empty_piece");
        ⟨ Generate the possible piece placements 8 ⟩;
    }

```

This code is used in section 1.

```

7.  ⟨ Global variables 4 ⟩ +≡
    char name[4]; /* name of current piece */
    int s, t; /* symmetry type of current piece */
    int xx[36 * 36 * 2], yy[36 * 36 * 2], zz[36 * 36 * 2]; /* coordinates of current piece */
    int xmin, xmax, ymin, ymax; /* range of coordinates */

```

8. \langle Generate the possible piece placements 8 $\rangle \equiv$

```

while ( $t$ ) {
  for ( $k = 1$ ;  $k \leq 6$ ;  $k++$ ) {
    if ( $k \leq s$ )  $\langle$  Output translates of the current piece 11  $\rangle$ ;
     $\langle$  Rotate the current piece 10  $\rangle$ ;
  }
   $\langle$  Transpose the current piece 9  $\rangle$ ;
   $t--$ ;
}

```

This code is used in section 6.

9. \langle Transpose the current piece 9 $\rangle \equiv$

```

for ( $j = 0$ ;  $j < n$ ;  $j++$ ) {
   $z = xx[j]$ ;
   $xx[j] = yy[j]$ ;
   $yy[j] = z$ ;
}
 $z = xmin$ ;  $xmin = ymin$ ;  $ymin = z$ ;
 $z = xmax$ ;  $xmax = ymax$ ;  $ymax = z$ ;

```

This code is used in section 8.

10. \langle Rotate the current piece 10 $\rangle \equiv$

```

 $xmin = ymin = 1000$ ;  $xmax = ymax = -1000$ ;
for ( $j = 0$ ;  $j < n$ ;  $j++$ ) {
   $z = xx[j]$ ;
   $xx[j] = z + yy[j] + zz[j]$ ;
   $yy[j] = -z$ ;
   $zz[j] = 1 - zz[j]$ ;
  if ( $xx[j] < xmin$ )  $xmin = xx[j]$ ;
  if ( $xx[j] > xmax$ )  $xmax = xx[j]$ ;
  if ( $yy[j] < ymin$ )  $ymin = yy[j]$ ;
  if ( $yy[j] > ymax$ )  $ymax = yy[j]$ ;
}

```

This code is used in section 8.

11. \langle Output translates of the current piece 11 $\rangle \equiv$

```

for ( $x = bxmin - xmin$ ;  $x \leq bxmax - xmax$ ;  $x++$ )
  for ( $y = bymin - ymin$ ;  $y \leq bymax - ymax$ ;  $y++$ ) {
    for ( $j = 0$ ;  $j < n$ ;  $j++$ )
      if ( $\neg board[x + xx[j]][y + yy[j]][zz[j]]$ ) goto nope;
     $printf(name)$ ;
    for ( $j = 0$ ;  $j < n$ ;  $j++$ ) {
       $printf("%c%c", encode(x + xx[j]), encode(y + yy[j]))$ ;
      if ( $zz[j]$ )  $printf("*")$ ;
    }
     $printf("\n")$ ;
  }
nope: ;
}

```

This code is used in section 8.

12. $\langle \text{Subroutines } 3 \rangle + \equiv$
char *encode*(*x*)
 int *x*;
 {
 if (*x* < 10) **return** '0' + *x*;
 return 'a' - 10 + *x*;
 }

13. Index.

board: [2](#), [4](#), [11](#).
buf: [2](#), [4](#), [5](#), [6](#).
buf_size: [1](#), [2](#), [4](#), [5](#), [6](#).
bxmax: [2](#), [4](#), [11](#).
bxmin: [2](#), [4](#), [11](#).
bymax: [2](#), [4](#), [11](#).
bymin: [2](#), [4](#), [11](#).
c: [3](#).
decode: [2](#), [3](#), [6](#).
encode: [11](#), [12](#).
exit: [2](#).
fgets: [2](#), [5](#), [6](#).
fprintf: [2](#).
fwrite: [2](#).
isspace: [2](#), [6](#).
j: [1](#).
k: [1](#).
main: [1](#).
max_pieces: [1](#).
n: [1](#).
name: [6](#), [7](#), [11](#).
nope: [11](#).
p: [1](#).
panic: [2](#), [5](#), [6](#).
printf: [5](#), [11](#).
q: [1](#).
s: [7](#).
stderr: [2](#).
stdin: [2](#), [5](#), [6](#).
stdout: [2](#).
strlen: [2](#), [6](#).
t: [7](#).
x: [1](#), [12](#).
xmax: [6](#), [7](#), [9](#), [10](#), [11](#).
xmin: [6](#), [7](#), [9](#), [10](#), [11](#).
xx: [6](#), [7](#), [9](#), [10](#), [11](#).
y: [1](#).
ymax: [6](#), [7](#), [9](#), [10](#), [11](#).
ymin: [6](#), [7](#), [9](#), [10](#), [11](#).
yy: [6](#), [7](#), [9](#), [10](#), [11](#).
z: [1](#).
zz: [6](#), [7](#), [10](#), [11](#).

- ⟨ Generate the possible piece placements 8 ⟩ Used in section 6.
- ⟨ Global variables 4, 7 ⟩ Used in section 1.
- ⟨ Output translates of the current piece 11 ⟩ Used in section 8.
- ⟨ Read and output the board 2 ⟩ Used in section 1.
- ⟨ Read and output the piece names 5 ⟩ Used in section 1.
- ⟨ Read and output the pieces 6 ⟩ Used in section 1.
- ⟨ Rotate the current piece 10 ⟩ Used in section 8.
- ⟨ Subroutines 3, 12 ⟩ Used in section 1.
- ⟨ Transpose the current piece 9 ⟩ Used in section 8.

POLYIAMONDS

	Section	Page
Data for dancing	1	1
Index	13	6