







6

board (playercount+cmpcount, mode, row,
column, -1, -1)

'Player's point: %d\n', point
'Computer's point %d\n', cmppoint

j = i

1

memo-1

memory[j] = memory[j+1];
rowmemory[j] = rowmemory[j+1];
columnmemory[j] = columnmemory[j+1];

F

j == memo-1

T

memory[j] = -1

7

i++

8

9

i = 0

1

memo-1

F

rowmemory[i] == row &&
columnmemory[i] == column

T

j = i

1

memo-1

memory[j] = memory[j+1];
rowmemory[j] = rowmemory[j+1];
columnmemory[j] = columnmemory[j+1];

10

