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CS570-Advanced Intelligence Systems

Program #1: Fred Flintstone problem-solving: part 1

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Program1: part1

Output of running project1_test.py:

project1_funs.py (source code)

Program1: part1 2

loadBoard(), and printBoard()

```
▶ □ …
project1_funs.py X
project1_test1.py
                                           interpreter.py
project1_funs.py >  possibleMoves
          Programming Assignment 1 - Part1
          Submitted by Balaji Senthilkumar
      def loadBoard(board):
          inputFile = open(board, 'r')
          myBoard = []
          for row in inputFile:
              myBoard.append(row.split())
          return myBoard
      #THE FUNCTION TO PRINT 'myBoard'
      def printBoard(myBoard):
          for row in myBoard:
              print (" ".join(map(str,row)))
```

possibleMoves()

```
def possibleMoves(currentPosition,myBoard):
         x_co_ordinate,y_co_ordinate = currentPosition #spreading operation
         possibleMovesArray=[]
         limit=len(myBoard) # ensuring that the program does not cause an outOfBounds or any negative array positioning
         if(x_co_ordinate+1<limit and y_co_ordinate<limit): #left to right</pre>
             possibleMovesArray.append((x_co_ordinate+1,y_co_ordinate))
         if (x\_co\_ordinate < limit \ and \ y\_co\_ordinate + 1 < limit): \ \#Top-Bottom
             possibleMovesArray.append((x_co_ordinate,y_co_ordinate+1))
         if(x_co_ordinate+1<limit and y_co_ordinate+1<limit): #diagonal 1</pre>
              possibleMovesArray.append((x_co_ordinate+1,y_co_ordinate+1))
         if(x_co_ordinate+1<limit and ((y_co_ordinate-1<limit)and y_co_ordinate-1>=0)): #diagonal 2
             possibleMovesArray.append((x_co_ordinate+1,y_co_ordinate-1))
         if(((x_co_ordinate-1<limit)and x_co_ordinate-1>=0) and ((y_co_ordinate-1<limit)and y_co_ordinate-1>=0)): #diagonal 3
             possibleMovesArray.append((x_co_ordinate-1,y_co_ordinate-1))
          if(((x\_co\_ordinate-1 < limit)) and \ x\_co\_ordinate-1 >= \emptyset) \ and \ (y\_co\_ordinate+1 < limit)): \ \# diagonal \ 4 
             possibleMovesArray.append((x_co_ordinate-1,y_co_ordinate+1))
         if(((x\_co\_ordinate-1 < limit) and \ x\_co\_ordinate-1 >= 0) \ and \ y\_co\_ordinate < limit): \ \#right \ to \ left \\
              possibleMovesArray.append((x_co_ordinate-1,y_co_ordinate))
         if (x\_co\_ordinate-1>=0)): \ \# Bottom \ \ Up \\
          possibleMovesArray.append((x_co_ordinate,y_co_ordinate-1))
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         return(possibleMovesArray)
```

Program1: part1 3

• legalMoves(), examineState()

```
project1_funs.py X
project1_test1.py
                                                                                                                              ដ ⊳ 🏻 …
project1_funs.py >  possibleMoves
      def legalMoves(possibleMovesArg,pathArg):
                                     #creating a list to store the legal moving positions(co_ordinates)
          legalMovesArray=[]
          for pos in possibleMovesArg:
              if pos not in legalMovesArray: #checking for non-repetion of positions, to comply the rules of the game
                  legalMovesArray.append(pos)
          return legalMovesArray
      def examineState(myBoard,currentPosition,path,myDict):
          wordList = []
          for i in path:
              x_co_ordinate, y_co_ordinate = i  #spreading x_co_ordinate and y_co_ordinate out of the path
              wordList.append(myBoard[x_co_ordinate][y_co_ordinate])
          x_co_ordinate, y_co_ordinate = currentPosition
          wordList.append(myBoard[x\_co\_ordinate][y\_co\_ordinate])
          finalList = ''.join([str(i) for i in wordList])
          if finalList.lower() in myDict: #Checking whether the word is in the given dicionary
              outputTuple=(finalList.lower(),'Yes')
              print(outputTuple)
              outputTuple=(finalList.lower(),'No')
              print(outputTuple)
```

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