User Manual - How to Run the Program?

1. Compilation  
   The program was written using C++11 standard. If you want to compile the program, please make sure that your compile supports C++11 standard. For example, the following instruction forces g++ to compile the program using C++11 standard:  
   $ g++ -std=c++11 main.cpp -o main
2. Playing the game  
   The only thing we need to do is to run the program as an application program.

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Figure 1 Layout of the chess board

You need to specify the order (i.e., user first or AI first) and the board size at the beginning. After you give the specification, the program prints the board layout and the available cards you have as well. Then you can input the number you want to put on the board and its corresponding position. If the position you has just entered is invalid, then a warning message is printed and the program asks you for giving a value again. Similarly, if you give an invalid weight (number), a warning message is also shown until you provide a valid value.

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Figure 2 A warning message is shown if the input is not valid

Next, you and AI will take turns to proceed the game until there is no available card.

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Figure 3 A snapshot during the game

Finally, when the game ends, the program shows who is the winner and exits normally.

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Figure 4 The program shows the winner's name and then exits normally