

Principles of Programming Languages

PROJECT I

In this project, you will write a program for the ancient Mangala game. Mangala is a traditional game played with a board and 48 stones. The board contains two rows of six holes and two boxes. You can find the rules of the game here: <https://www.mangala.com.tr/mangala-nasil-oylanir>

- Write the program in Java
- You don't need to implement a GUI. However, you need to display the current game status after each move. You can use the console for getting input and printing the board status.
- Your program will end execution when one of the players has no stones in her holes. This player will put the stones in the holes of the opponent to her box. The winner will be the one who has more stones in her own box at the end of the game.