

```
1 using OpenCvSharp;
2
3 namespace Turkmite
4 {
5     public class BasicTurkmite : TurkmiteBase
6     {
7         public BasicTurkmite(Mat image) : base(image)
8         {
9         }
10
11         public readonly Vec3b black = new Vec3b(0, 0, 0);
12         public readonly Vec3b white = new Vec3b(255, 255, 255);
13
14         public override int PreferredStepCount => 13000;
15
16         protected override (Vec3b newColor, int turn) GetStep(Vec3b currentColor)
17         {
18             return currentColor == black ? (white, 1) : (black, -1);
19         }
20     }
21 }
22
```