COMP1511: Assignment-2

Session 2, 2018

Hints from Andrew Bennett on the Forum

You MUST read the following reply by Andrew Bennett on the assignment Forum:

- https://webcms3.cse.unsw.edu.au/COMP1511/18s2/forums/2708832

Andrew Bennett's Dos and Don'ts for Ass2

- **never** `#include` a `.c` file - never , never!

- working with **enums**
  - they have numeric values which you can use to e.g. index into an array

  - never work directly with the numeric values in your code though

- **code complexity**
  - if you have more than 3-4 nested loops deep, move the inner stuff into another function

  - if your function is more than like 20-30 lines long (and definitely if it's more than say 100 lines long), move the code into other functions and call those functions instead

Andrew Bennett's Dos and Don'ts for Ass2

- **code complexity** / final card-down (this assignment, aka FCD) pro tip
  - make your functions as simple as possible;
  - **store things in the game struct** (and update from playMove) rather than re-calculating things each time the function is called)

- style: **#defines** need to be **ALL_CAPS**;

- **indentation** should be 4 spaces (definitely do not mix tabs+spaces!)

Sample files

- Sample files for testing "**stage1.c**" and "**stage2.c**" are released, and discussed in the lecture.

- "Getting started" for a payer discussed and the sample file released ("**player_sample.c**").

- See the **ChangeLog**.