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In fact,
man



veloped
ying to Go, and asked to test it in
ongest Go players







f and it is a solution then return it,

.f but it is not a solution, then return
otherwise

ly the whole approach for each child
ese recursive executions returns a
parent node of the current one



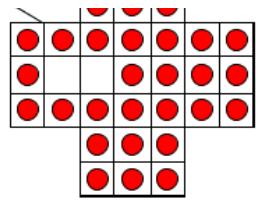
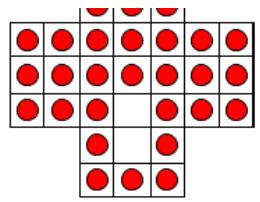
s filled up with pegs except the

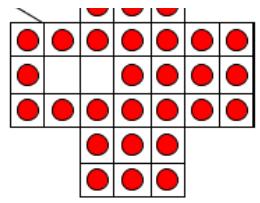
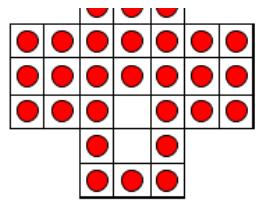
cept the central position which must

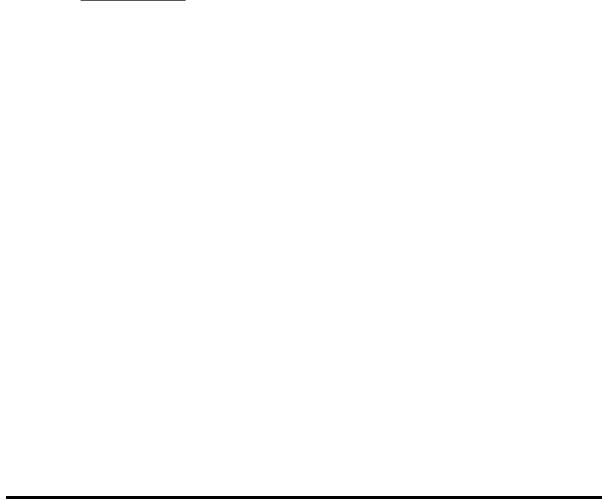
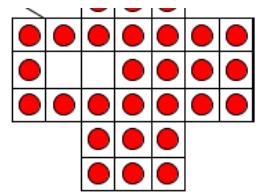
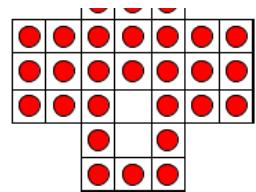
ence of moves that allows one to

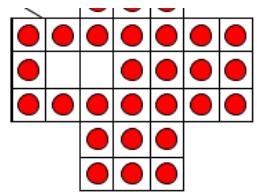
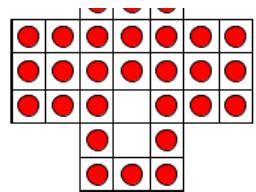
• apply the algorithm for each possible
◦ the current status of the board,
◦ions of the algorithm returns a
◦ a solution, recreate the previous
◦ solutions











iplex by pegs - starting situation: all

th no pegs - starting situation: only

atus of the board accordingly

roles): undo the move defined by
s of the board accordingly

```
es)  
t_move)  
  
holes)
```

```
.holes)
```


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A.Y. 2017/2018)

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