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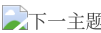
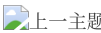
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[面试经验] Lucid 电面



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面试经验



lucid

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之前发过Lucid的OA的帖子，如果各位有需要可以看一下，如果有帮助求大米！

<https://www.1point3acres.com/bbs/thread-569027-1-1.html>

然后这次分享的是电面挂经。

进电面了会发给你邮件告诉你怎么视频什么时间什么的

接下来就是电面了，会给你发一封邮件包含框架，让你确认独立完成不要分享什么的就不说了。

然后我遇到的第一个就是简单的排序，先按照年龄排，年龄一样的按照名字

第二个是找同颜色袜子，返回袜子有多少双

第三个是Ultimate Tic Tac Toe

以下内容需要积分高于 350 您已经可以浏览

/*

Part 3: Implement Ultimate Tic Tac Toe

Tic-Tac-Toe is a game played between player X and player O on a 3x3 grid.

Starting with X, players alternate placing their mark in an empty square. If a player has three consecutive

marks orthogonally or diagonally, he wins. If there is no available move, the game is tied.

X | O | O

O | X | (X wins)

X | | X

Ultimate Tic-Tac-Toe is played on 3x3 grid of Tic-Tac-Toe games. The objective is to win 'local' games

that give you three wins in-a-row on the 'global' game.

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The game starts with X playing wherever they want in any of the 81 empty spots. This move 'sends' their

opponent to its relative location. For example, if 'X' played in the top right square of their local board,

then 'O' needs to play next in the local board at the top right of the global board. 'O' can then play in

any one of the nine available spots in that local board, each move sending 'X' to a different local board.

Once the outcome of a local board is decided (won or the board is full), no more moves may be played in

that board. If a player is sent to such a board, then that player may play in any other board.

The first player to win three local games orthogonally or diagonally on the global board wins Ultimate

Tic-Tac-Toe. If there is no available move, the game is tied.

Game rules:

https://en.wikipedia.org/wiki/Ultimate_tic-tac-toe

Online game with valid-move highlighting:

<http://ultimatetictactoe.creativitygames.net/> (Change "First Tile Wins" to "3 Tiles in a Row")

Extra Credit:

- Implement a computer player that always makes a valid move
- Implement a computer player that makes strategic move

*/

```
class Game {  
  
    enum Player {  
  
        X, O, EMPTY  
  
    }  
  
    static class Coordinate {  
  
        int x;  
  
        int y;  
  
        Coordinate(int x, int y) {  
  
            this.x = x;  
  
            this.y = y;  
  
        }  
  
        @Override  
  
        public boolean equals(Object o) {  
  
            Coordinate c = (Coordinate) o;  
  
            return c.x == x && c.y == y;  
  
        }  
  
        @Override  
  
        public int hashCode() {  
  
            return new Integer(x * 31 + y).hashCode();  
  
        }  
  
    }  
  
}
```

```
}

private Player[][] board;

private BufferedReader inputReader = new BufferedReader(new InputStreamReader(System.in));

public Game() {

    this.board = new Player[9][9];

    for (int x = 0; x < board.length; x++) {

        this.board[x] = new Player[9];

        Arrays.fill(this.board[x], Player.EMPTY);

    }

}

private Coordinate getUserMove() {

    try {

        String text = inputReader.readLine();

        int x = text.charAt(0) - 'a';

        int y = Character.digit(text.charAt(1), 10) - 1;

        return new Coordinate(

            Math.max(0, Math.min(9 - 1, x)),

            Math.max(0, Math.min(9 - 1, y))

        );

    } catch (Exception e) {

        return getUserMove();

    }

}

private void render() {

    System.out.println(" a b c d e f g h i");

    for (int outerY = 0; outerY < 3; outerY++) {

        for (int innerY = 0; innerY < 3; innerY++) {

            StringBuilder line = new StringBuilder();
```

```

        line.append(outerY * 3 + innerY + 1);

        line.append(' ');

        for (int outerX = 0; outerX < 3; outerX++) {

            for (int innerX = 0; innerX < 3; innerX++) {

                Player p = board[outerX * 3 + innerX][outerY * 3 + innerY];

                if (p == Player.X) line.append('X');

                else if (p == Player.O) line.append('O');

                else if (innerY < 2) line.append('_');

                else line.append(' ');

                if (innerX < 2) line.append('|');

            }

            if (outerX < 2) line.append(" | ");

        }

        System.out.println(line.toString());

    }

    if (outerY < 2) System.out.println(" -----|-----|-----");

}

}

/*
 * Things to remember:

 * 1. Take turns

 * 2. Valid moves (send opponent to correct local board)

 * 3. Detect when sub-section is won/full (don't allow for futher play in section)

 * 4. Detect when global game is won/tied (declare winner and terminate)

 */

public void play() {

    // TODO - implement game logic

    while (true) {

```

```
render();

Coordinate coordinate = getUserMove();

board[coordinate.x][coordinate.y] = Player.X;

}

}

}
```

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Lucid
Software

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