??Tournament Boards

The following is the set of boards to use for tournament play. You should encode all of these and run your program against each. Submit the form on the last page to report your results from playing against each of these. When you submit your code, you should include the encoding of all of these boards and your "readme.txt" file should identify what the TAs need to do execute your program against any of them.

Lab machines to use: sand, thunder, storm, and rain.

1. 5x5 - normal

```
 333
 1 03
2  23
22112
    3
```

2. 5x5 - normal

```
 2 2
20202
3   3
21 1
   2
```

3. 5x5 -hard

```
3 32
    2
3   0
  3 2
 1
```

4. 5x5 - hard

```
  1 3
31 2
312
 2  2
3 02
```

5. 7x7 - normal

```
2 132
 3 2
 2
221 02
22223
2  122
32  22
```

6. 7x7 - normal

```
 222
 2    2
   3123
311   3
   1 03
   2323
3  2 2
```

7. 7x7 - hard

```
3   322
2 11 1
2 132
2   2
   3 2
120 2
 33 32
```

8. 10x10 - normal

```
 1 2 33332
22 12 0213
2 311    2
  2 1  1 2
323    3
21 13 2 0
222 2 2 3
 12 32   2
2 22 2   3
  2  323
```

9. 10x10 - hard

```
  33  3  2
30   31 3
3  22
   2  232
  1  1   3
32 1  3123
22  2
2 2 3 2122
 3 2  1322
   2  3
```

10. 15x15 - normal

```
23223 32   1
2   13  222
33  121  213231
2  2 22 2 2
  21  32    011
  32311
  2  2 2 2 2 13
 2 323   322223
   1 1    1  03
1    2   2 3
3  2  2  303222
113122   3 31
2 2      11
  2212   223
3 1   2  32 23
```

11. 15x15 - hard

```
       22  322
1 1  222
 32 2 231 12 21
2 211 1232 322
 222222   2
  2      22
1 2 2 22331 22
 2 21  2  3 322
  2 3   3 20
  11 2  1    22
 3 3222 2   32
    1 2 2  13
   20 2321  1
 22   2223  2 2
 1    2   3 3
```

12. 20x20 - normal

```
  1        3   12 2
2 22   23 22   22 2
   2323  1322 1    3
2   1 1   121   1 22
21    3 22   1 32  3
2321  323  1  2 1213
       11223  1 32 3
  222 32  231 2  2 3
 3 2   3  022 21 1 2
 1 2       0 1323  1
3 3  12  12    2   3
3 1  2 3231212 2  23
2 2 23   3         2
2 2 2 2 12 2 2 2  2
2 2 21 21 232212221
 322 22 1 2 1 2 121
2   2113      122 23
   1 22 23 122   112
   22202   112     2
3 32333223222223  2
```

13. 20x20 - hard

```
3  2  32333     1
  23   2 2 3 1  2 2
3  3121 2222 131 322
211   1    3    3
   222132 1   2 312
 1   3 2  2  321   1
 3  2  3   3    32
1   1     31  3 1  3
 311 3 3   2  21   2
   22   2  30232 2
32 31         2  23
2    22 21  22 20111
 3 1 2  3 122 3 2
213  23   2322  32
   1  112   21  1  1
31  13   2   1 232
3 3 2 21    3  211 1
3121 2 23321   21 3
3       1   32 2 22
          213      3
```

14. 20x20 - hard

```
3222       32     20
22 133     2   33
 23   213    0 213 3
  2 2     3232  2 2
 21312   2 2   1
 21   3 3 30 1   1
  12 2   2       223
 3  13      2 2231
 12 2 12   2 3 2 2 3
 2 121  2 3  13
 2 2 3  31   1122
  312112 232  221 2
  2 3    3  21122
3     2212    2 2 23
 311 1  32 1 1  13 2
1112  211    2232
32  1   2 1 3   12
 2 3 3 2 3  32 2323
  2   22  2 3  2  3
3  3    213    2  2
```

```
2 222 233  23   1   2 2 2
3  2222   213123323
```

15. 25x30 - normal

```
                  32  232
3121 3   22 223  2  2  2
  212323222113 2 1 3  311
    21     2 2     1
3 2   32 2  231    33
   20  23  2 2  2222 22
31   222 1112  2 203 3  2
2320201   3 31 1122 1223
 1 1    30   13 1
 3        310     21  23
2  2 3        2   12 21
3  31312  2   2 2  3   22
3 2  31 2    3 2   2102
3213  2   0 22 1  33 0 22
    2 222 3 22 2   1 3322
2      2   3   22332 12
2       23  1        22
21   321 2  2 3 22 332  2
  3    3 333 21  1 2 1  3
0222 3311       23    303
22 2 2  2       12 2   3
222313  122  10 12 2   1
2           2 2  3  2233
2  022322  2 22222     2
3    1 2  2    31 121 21
 22 2123        23231232
 223  32213     1  3  2
222     2  03   3   1 122
```

Name: Kushagra Udai

Language Used: C-LISP

Machine used: Personal Computer (Intel i7 4510U – 2.00GHz TurboClock upto 2.6GHz)

(Using best of 3 runs)

BOARD #	Execution Time (CPU Seconds)
1	0.015625
2	0.015625
3	0.015625
4	0.015625
5	0.015625
6	0.515625
7	X
8	X
9	X
10	X
11	X
12	X
13	X
14	X
15	X

X : Failed to find solution even after 10 minutes of execution. ☹