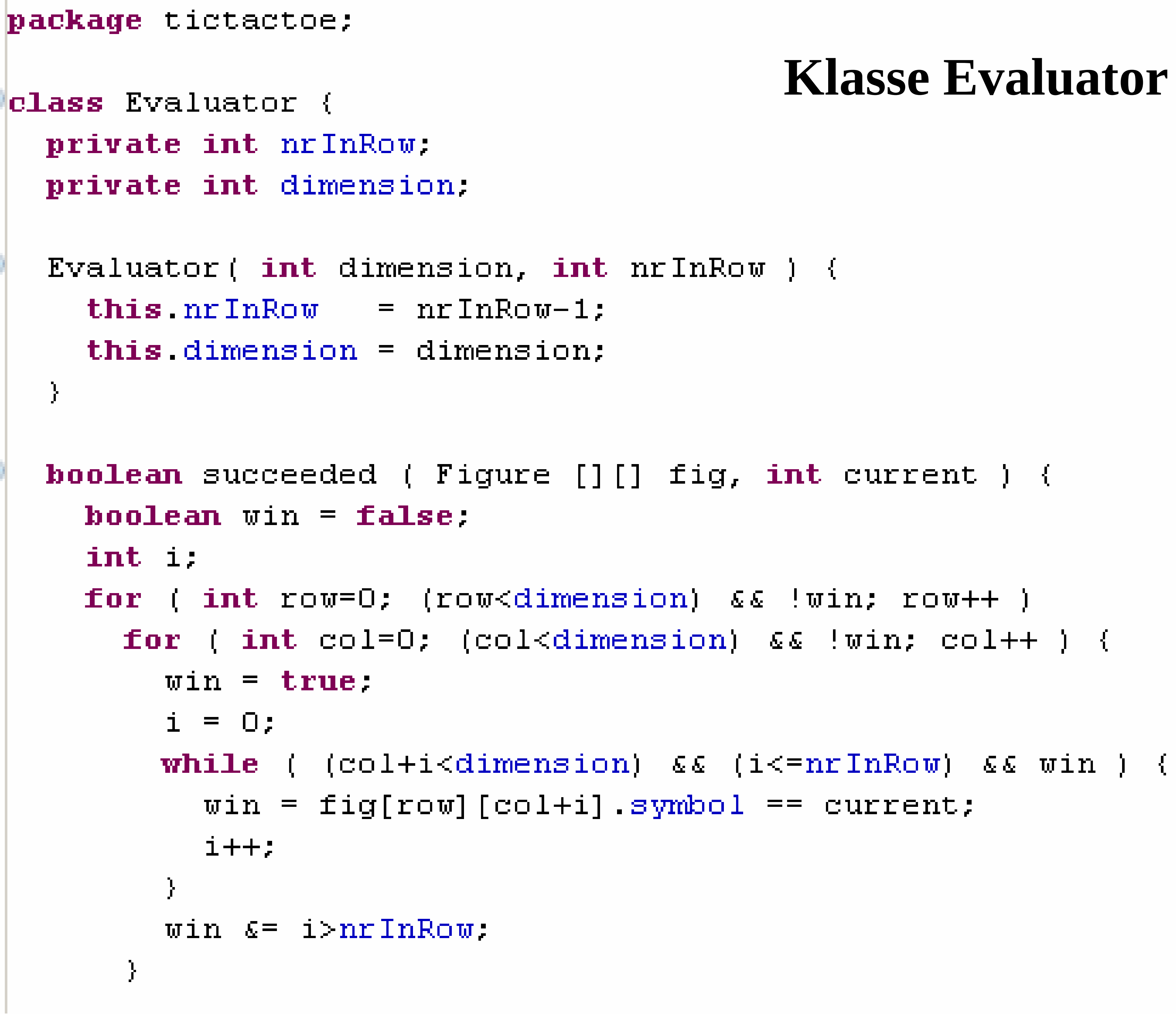
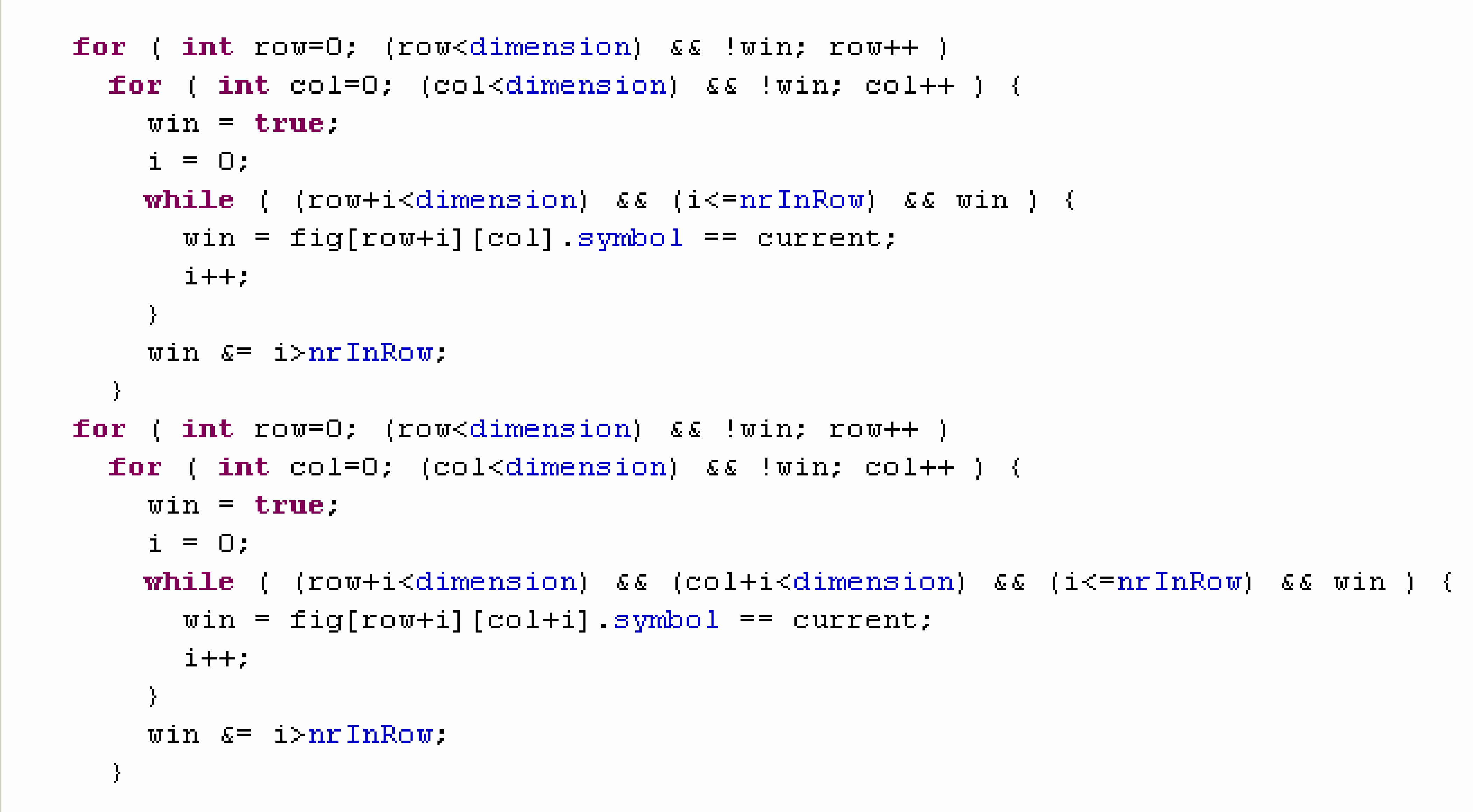
Klasse Evaluator 1/3



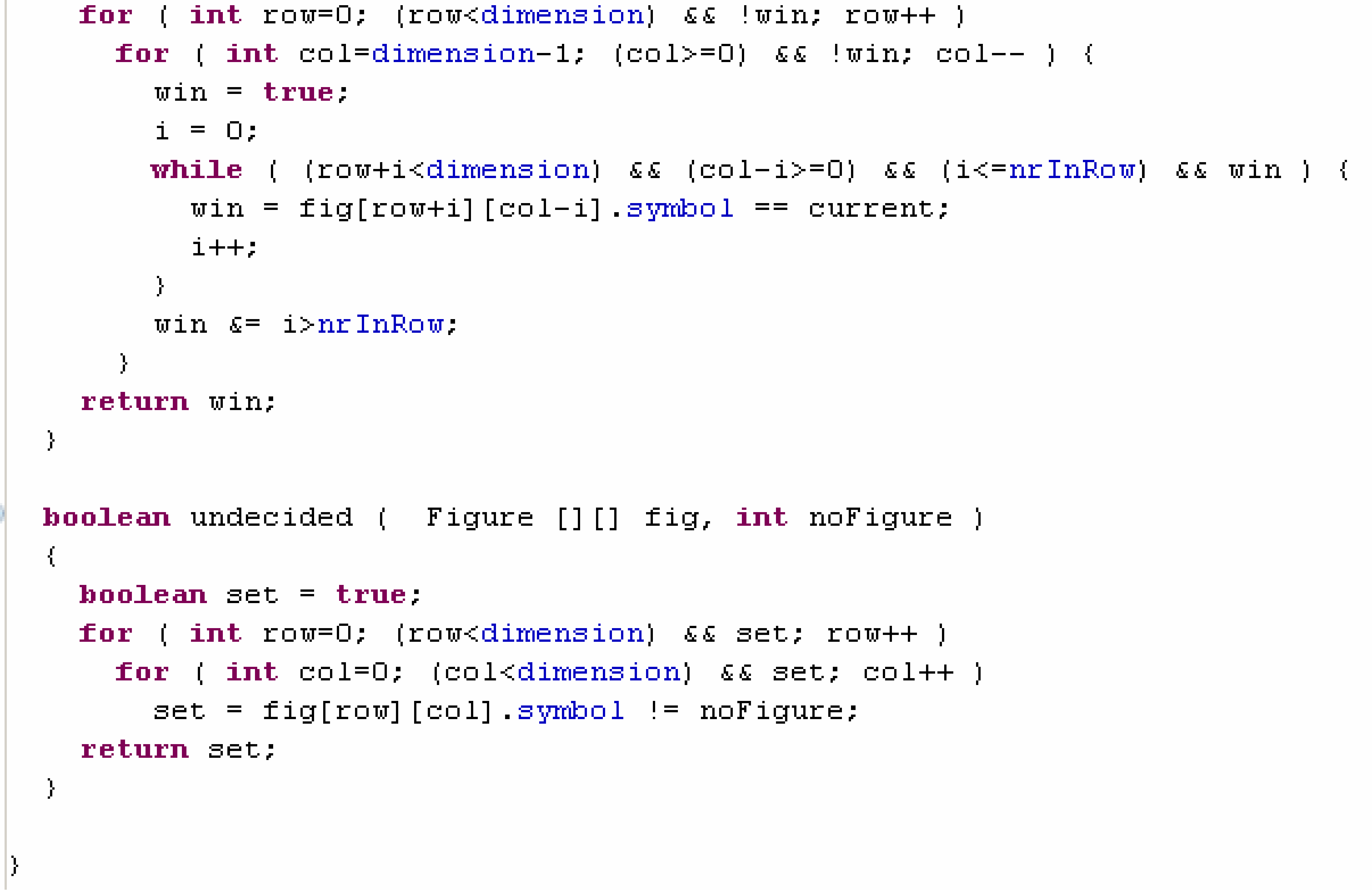
```java
package tictactoe;

class Evaluator {
  private int nrInRow;
  private int dimension;

  Evaluator( int dimension, int nrInRow ) {
    this.nrInRow   = nrInRow-1;
    this.dimension = dimension;
  }

  boolean succeeded ( Figure [][] fig, int current ) {
    boolean win = false;
    int i;
    for ( int row=0; (row<dimension) && !win; row++ )
      for ( int col=0; (col<dimension) && !win; col++ ) {
        win = true;
        i = 0;
        while ( (col+i<dimension) && (i<=nrInRow) && win ) {
          win = fig[row][col+i].symbol == current;
          i++;
        }
        win &= i>nrInRow;
      }
```

Klasse Evaluator 2/3



```
for ( int row=0; (row<dimension) && !win; row++ )
  for ( int col=0; (col<dimension) && !win; col++ ) {
    win = true;
    i = 0;
    while ( (row+i<dimension) && (i<=nrInRow) && win ) {
      win = fig[row+i][col].symbol == current;
      i++;
    }
    win &= i>nrInRow;
  }
for ( int row=0; (row<dimension) && !win; row++ )
  for ( int col=0; (col<dimension) && !win; col++ ) {
    win = true;
    i = 0;
    while ( (row+i<dimension) && (col+i<dimension) && (i<=nrInRow) && win ) {
      win = fig[row+i][col+i].symbol == current;
      i++;
    }
    win &= i>nrInRow;
  }
```

Klasse Evaluator 3/3



```
    for ( int row=0; (row<dimension) && !win; row++ )
      for ( int col=dimension-1; (col>=0) && !win; col-- ) {
        win = true;
        i = 0;
        while ( (row+i<dimension) && (col-i>=0) && (i<=nrInRow) && win ) {
          win = fig[row+i][col-i].symbol == current;
          i++;
        }
        win &= i>nrInRow;
      }
    return win;
  }

  boolean undecided (  Figure [][] fig, int noFigure )
  {
    boolean set = true;
    for ( int row=0; (row<dimension) && set; row++ )
      for ( int col=0; (col<dimension) && set; col++ )
        set = fig[row][col].symbol != noFigure;
    return set;
  }


}
```