```python
1 '''
2 Created on Feb 22, 2015
3
4 @author: mroch
5 '''
6
7 import time
8 import datetime
9
10 import checkerboard
11 # tonto - Professor Roch's not too smart strategy
12 # You are not given source code to this, but compiled .pyc files
13 # are available for Python 3.5 and 3.6 (fails otherwise).
14 # This will let you test some of your game logic without having to worry
15 # about whether or not your AI is working and let you pit your player
16 # against another computer player.
17 #
18 # Decompilation is cheating, don't do it.
19 import tonto
20
21 # human - human player, prompts for input
22 import human
23
24 import boardlibrary # might be useful for debuggingimport tonto
25 import human
26
27
28 import boardlibrary # might be useful for debugging
29
30 def elapsed(earlier, later):
31     """elapsed - Convert elapsed time.time objects to duration string
32
33     Useful for tracking move and game time.  Example pseudocode:
34
35     gamestart = time.time()
36
37     while game not over:
38         movestart = time.time()
39         ...  logic ...
40         current = time.time()
41         print("Move time: {} Game time: {}".format(
42             elapsed(movestart, current), elapsed(gamestart, current))
43
44
45     """
46     return time.strftime('%H:%M:%S', time.gmtime(later - earlier))
47
48
49 def Game(red=human.Strategy, black=tonto.Strategy,
50          maxplies=5, init=None, verbose=True, firstmove=0):
51     """Game(red, black, maxplies, init, verbose, turn)
52     Start a game of checkers
53     red,black - Strategy classes (not instances)
54     maxplies - # of turns to explore (default 10)
55     init - Start with given board (default None uses a brand new game)
56     verbose - Show messages (default True)
57     firstmove - Player N starts 0 (red) or 1 (black).  Default 0.
58     """
59
```

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60      # Don't forget to create instances of your strategy,
61      # e.g. black('b', checkerboard.CheckerBoard, maxplies)
62
63      raise NotImplemented
64
65
66  if __name__ == "__main__":
67      Game()
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```