

Team53 commits to this code base!

Team Member:

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(i) your knowledge of the language and libraries used in each code base;

We both have previously programmed using Python. The libraries used in our Python codebase are sys, copy and json. As for the Java codebase, I am not very familiar with Java and from Pahul I know that Java is pretty complicated for this project since they have written their own parser for the first 2 assignments. As a result, we reach a consensus to use Python for our future development in this project.

(ii) the features each code base implements and your confidence of the correctness of their implementation;

For the board component, we implement all the basic operations such as placing a stone, removing a stone, check if a coordinate is occupied, etc. And we believe they should work correctly. For the rule_checker component, we think it should be able to catch most of the invalid moves. However, there are spaces for us to make it better and we will do it for the next assignment. As for the player component, it should work correctly. So all in all the Python codebase should be great for our future works.

(iii) the design of each code base

For our Python codebase, we have several big components: Player, Board, Rule_checker, and referee. Each of the components are built as a class with their own methods. Board is the most basic component which represents a game board. The rule_checker class will use Board since it will check whether the operation on a board is valid or not. Player will use both the rule_checker and board. We think the whole structure is clear and easy to use. So we decide to continue using the Python codebase.