

# User Manual

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**Step-0, Project** is a two player game, description is given [here](#)

**Step-1, Clone the repository using following command**

```
git clone https://github.com/meetsav/CS440-Assignment1.git
```

**Step-2, Project structure**

```
CS440-Assignment1
├── AI-Project1.pdf
├── CS440-Assignment1.iml
├── README.md
├── User-manual.pdf
└── src
    ├── com
    │   └── company
    │       ├── FirstQuestion.java
    │       ├── FirstQuestionManually.java
    │       ├── SecondQuestion.java
    │       ├── ThirdQuestion.java
    │       └── Triangle.java
```

**Step-3, Once you have read the project description, you can run individual questions given in the `src.com.company` using following instructions**

src contains 5 .java file, all .java file has main method (so, run all of them separately) except for Triangle.java. Triangle.java is the helper class

**Step 4**

1)FirstQuestion.java

- This is automatic code with just one-time user intervention
- User just need to put number iteration (number of time you want run the code)
- It will automatically run and print the output

2)FirstQuestionManually.java

- Here user need to play the game using command line, you will be play for both the player
- First you must select the edge for blue and then red, do this turn by turn until triangle occurs

3)SecondQuestion.java

- In this program user need to give iteration number (number of times game should be played)
- Here the strategy is that Player A (blue) will always win, no matter what Player B (red) player choose

- At last it will show output for number of times Player A won

#### 4)ThirdQuestion.java

- In this program user need to give iteration number same us SecondQuestion.java
- This question is negation of second question
- User need to expect Player B will win

#### 5)Triangle.java

- This is a helper class, this is being used by all other classes
- It is for creating tree in the backend and checking if triangle occurs or not