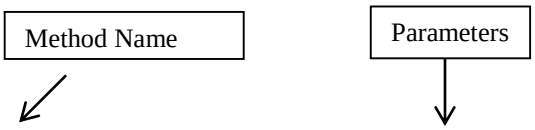
Artificial Intelligence – Deciphering the Code

In programming today it is essential to be able to interact with other programmers' code. This activity will help illustrate the importance of common coding practices such as formatting and using comments throughout your code. For this assignment you will explain what the code in the LightRushAI class is doing. To get you started I have provided an example of what you might do to explain the remaining code.

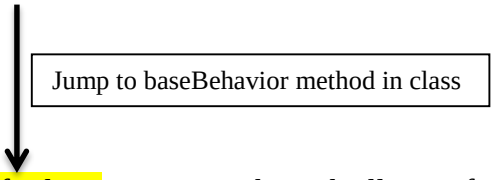
LightRush AI extends AbstractionLayerAI



Get Action (player that AI controls & current Game State)

First Enhanced For Loop – process through all units from current game

If- determines whether an element in the game is a base, belongs to the AI, and has no action assigned to it (use of IF, &&, ! operator, and null assignment). Call baseBehavior (unit, player, physical game state) for each element where all three conditions are true.



BaseBehavior – enhanced for loop to process through all units form current state, if Unit is a worker only increase (++) variable counting number of workers which starts at 0. This will provide count of all workers. When loop ends, if number of workers is less than 1 and (&&) you have the resources build a base. *Return to line where you called baseBehavior method.

Please continue to explain the code that executes in the getAction () method within the LightRush AI on provided posterboard.