## Avaliação TP1

- Interface / Usabilidade
- Regras
- Tipos de Jogo H/H, H/C, C/H, C/C
- Níveis de IA random, guloso
- Representação
- Bugs / Robustez

Board-Player

skip\_line

repeat

library(between)

between(Low, Up, Num)

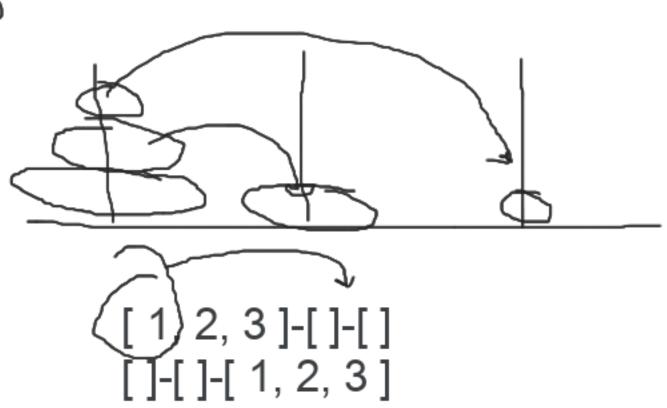
between(1, 5, X)

```
https://www.imdb.com/title/tt0112864/?ref_=nv_sr_srsg_0
% X-Y
                                                                                5, 7, 6, 1, 3
initial(0-0).
final(2-_Y).
ligado(e1, _X-Y, 0-Y). %empty bucket 1
ligado(e2, X- Y, X-0).
X \text{ is min}(Y, Z)
b:- initial(Ini), final(Final), path(Ini, Final, [Ini], Path), printa(Path).
minB:- initial(Ini), final(Final),
```

setof(Len-Path, (path(Ini, Final, [Ini], Path), length(Path, Len) ), L),

L = [MinLen-MinPath | \_ ], printa(MinPath).





JP8 - N-Rainhas em qq linguagem de programação