

Due Tuesday, February 20, 2018, at 11:59 PM.

Program 1. Download the Racko framework from the internet.

Create a class in the `racko.player` package entitled `Player(myName)`. For example, Dumbledore's class is `PlayerDumbledore`, and is fully referenced in another package as `racko.player.PlayerDumbledore`. Program this class to implement Racko's `Player` interface. Make this `Player` as good as possible, so that it may perform well in the tournament.

Test your player using the `RunSolo` class. Benchmark your player using the `RunBenchmark` method. If the average number of turns exceeds 100, it will not be accepted. If the benchmark program will not run to completion because your program gets stuck, it will not be accepted.

All of the submitted `Player`'s will be benchmarked for eligibility into a tournament. Acceptable `Player`'s will compete against each other in the tournament. The `Player`'s will be ranked according to their placement in the tournament, and the grade will correspond to this ranking.

Subject to approval by the teacher, you may optionally find one partner, and the two of you will submit one `Player` to the Racko tournament. Do not work with anyone except your partner on this project.