DAT530
Discrete Simulation and Performance Analysis
Final Project
Solitaire game strategy

Racin W. Nygaard

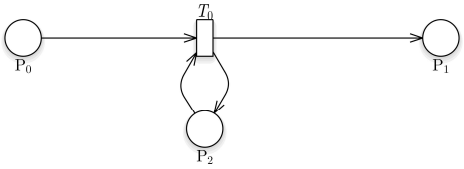
Universitetet i Stavanger

Abstract. SKRIV DETTE TIL SLUTT!

1 Introduction

2 Method and Design

2.1 Overall Design



2.2 Draw Pile Module

2.3 Foundation Pile Module

2.4 Tableau Pile Module

2.5 Module Connector Module

2.6 Player Module

2.7 Player Bot Module

2.8 Initial Dealing

2.9 Resources

2.10 Moving Multiple Cards

3 Implementation

3.1 Algorithms

Atomicity In order to preventdd

```
def mapper_from_to(self, key, email):
    if 'to' in email.keys() and 'from' in email.keys() and 'body_count' in email.key
```

4 Discussion

References

1. Wikipedia article on Tf-idf. `https://en.wikipedia.org/wiki/Tf?idf`
2. Tom White, Hadoop: The Definitive Guide, 2015, *ISBN: 978-1-491-90163-2*
3. Docker API Docs, `https://docs.docker.com`
4. Slides from DAT630, Krisztian Balog
5. Kaggle. The Enron Email Dataset. `https://www.kaggle.com/wcukierski/enron-email-dataset`
6. Data Intensive Systems Compendium, Tomasz Wiktorski et al.
7. Source code of all tasks developed. GitLab `https://gitlab.com/mindejulian/projectDAT500/tree/master`