

Readme

1. Creater

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2. Build the program

1. build alphabeta for simple tic-tac-toe:

```
g++ TTTUI.cpp ATTTUI.cpp UTTTUI.cpp Game.cpp simpleTTT.cpp advanceTTT.cpp  
ultimateTTT.cpp UCT.cpp UCTForUltimate.cpp UCTForAdvanced.cpp  
Stratagem_alphaBeta.cpp Imp.cpp execSimple.cpp -o run.out
```

2. build alphabeta for advanced tic-tac-toe:

```
g++ TTTUI.cpp ATTTUI.cpp UTTTUI.cpp Game.cpp simpleTTT.cpp advanceTTT.cpp  
ultimateTTT.cpp UCT.cpp UCTForUltimate.cpp UCTForAdvanced.cpp  
Stratagem_alphaBeta.cpp Imp.cpp execAdvancedH.cpp -o run.out
```

3. build UCT for advance tic-tac-tie:

```
g++ TTTUI.cpp ATTTUI.cpp UTTTUI.cpp Game.cpp simpleTTT.cpp advanceTTT.cpp  
ultimateTTT.cpp UCT.cpp UCTForUltimate.cpp UCTForAdvanced.cpp  
Stratagem_alphaBeta.cpp Imp.cpp execAdvancedU.cpp -o run.out
```

4. build alphabeta for ultimate tic-tac-toe:

```
g++ TTTUI.cpp ATTTUI.cpp UTTTUI.cpp Game.cpp simpleTTT.cpp advanceTTT.cpp  
ultimateTTT.cpp UCT.cpp UCTForUltimate.cpp UCTForAdvanced.cpp  
Stratagem_alphaBeta.cpp Imp.cpp execUltimateH.cpp -o run.out
```

5. build UCT for ultimate tic-tac-toe:

```
g++ TTTUI.cpp ATTTUI.cpp UTTTUI.cpp Game.cpp simpleTTT.cpp advanceTTT.cpp  
ultimateTTT.cpp UCT.cpp UCTForUltimate.cpp UCTForAdvanced.cpp  
Stratagem_alphaBeta.cpp Imp.cpp execUltimateU.cpp -o run.out
```

3. Run the program

./run.out