Assignment-1 CSCI 2110 Data Structures and Algorithms Fall 2022

Output:

/Users/rajjayvir/Library/Java/JavaVirtualMachines/openjdk-17.0.1/Contents/Home/bin/java -javaagent:/Applications/IntelliJ IDEA.app/Contents/lib/idea_rt.jar=53074:/Applications/IntelliJ IDEA.app/Contents/bin -Dfile.encoding=UTF-8 -classpath /Users/rajjayvir/Desktop/Study/Fall 22 Courses/CSCI 2110/Assignments/A1/A1/out/production/A_1:/Users/rajjayvir/.m2/repository/org/jetbrains/annotations/20.1.0/annotations-20.1.0.jar GameDemo
Enter a command (type help for details):
help
Possible commands are as follows:
create location [fast][flexible]: Creates a new piece.
move location direction [spaces]: Moves a piece.
print: Displays the board.
help: Displays help.
exit: Exits the program.
Enter a command (type help for details):
print

```
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
```

Enter a command (type help for details):
create 3 3 fast flexible
Input a name for the new piece:
Jedi
Input a colour for the new piece:
Red
Enter a command (type help for details):
print

```
-       -       -       -          -       -       -       -
-       -       -       -          -       -       -       -
-       -       -       -          -       -       -       -
-       -       -       JediRedFF- -       -       -
-       -       -       -          -       -       -       -
```

```
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
```
Enter a command (type help for details):
move 7 7
Error: no piece at (7,7)
Enter a command (type help for details):
move 3 3 up 2
Piece at [3.0,3.0] moved up by 2 spaces
Enter a command (type help for details):
print
```
-       -       -       -       -       -       -       -
-       -       -       JediRedFF-      -       -       -
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
-       -       -       -       -       -       -       -
```
Enter a command (type help for details):
exit
Done

Process finished with exit code 0