

(Downloaded from <https://cs.stanford.edu/~knuth/programs.html> and typeset on May 28, 2023)

1. Data for dancing. This program creates data suitable for the DANCE routine, given the description of a board to be covered and a set of polyiamond shapes.

The first line of input names all the board positions, in any order. Each position is a two-digit number representing x and y coordinates, or a two-digit number followed by an asterisk; each “digit” is a single character, 0–9 or a–z representing the numbers 0–35. The asterisk denotes a triangle with point down. For example,

00 00* 01 10

is one way to describe a triangular board, two units on a side.

The second line of input names all the pieces. Each piece name consists of at most three characters; the name should also be distinguishable from a board position. (The program does not check this.)

The remaining lines of input describe the polyiamonds. First comes the name, followed by two integers s and t , meaning that the shape should appear in s rotations and t transpositions. Then come two-digit coordinates for each cell of the shape. For example, the line

G 6 2 00* 01 01* 10 10* 20

describes a hexiamond that can appear in 12 orientations. (See the analogous program for polyominoes.)

```
#define max_pieces 100    /* at most this many shapes */
#define buf_size 36 * 36 * 3 + 8    /* upper bound on line length */
#include <stdio.h>
#include <ctype.h>
  (Global variables 4)
  (Subroutines 3);
main()
{
  register char *p, *q;
  register int j, k, n, x, y, z;
  (Read and output the board 2);
  (Read and output the piece names 5);
  (Read and output the pieces 6);
}
```

```

2. #define panic(m)
    { fprintf(stderr, "%s!\n%s", m, buf); exit(-1); }

⟨ Read and output the board 2 ⟩ ≡
    fgets(buf, buf_size, stdin);
    if (buf[strlen(buf) - 1] ≠ '\n') panic("Input_line_too_long");
    bxmin = bymin = 35; bxmax = bymax = 0;
    for (p = buf; *p; p += 3) {
        while (isspace(*p)) p++;
        if (¬*p) break;
        x = decode(*p);
        if (x < 0) panic("Bad_x_coordinate");
        y = decode(*(p + 1));
        if (y < 0) panic("Bad_y_coordinate");
        if (*(p + 2) ≡ '*') p++, z = 1; else z = 0;
        if (¬isspace(*(p + 2))) panic("Bad_board_position");
        if (board[x][y][z]) panic("Duplicate_board_position");
        if (x < bxmin) bxmin = x;
        if (x > bxmax) bxmax = x;
        if (y < bymin) bymin = y;
        if (y > bymax) bymax = y;
        board[x][y][z] = 1;
    }
    if (bxmin > bxmax) panic("Empty_board");
    fwrite(buf, 1, strlen(buf) - 1, stdout);    /* output all but the newline */

```

This code is used in section 1.

```

3. ⟨ Subroutines 3 ⟩ ≡
    int decode(c)
        char c;
    {
        if (c ≤ '9') {
            if (c ≥ '0') return c - '0';
        } else if (c ≥ 'a') {
            if (c ≤ 'z') return c + 10 - 'a';
        }
        return -1;
    }

```

See also section 12.

This code is used in section 1.

```

4. ⟨ Global variables 4 ⟩ ≡
    char buf[buf_size];
    int board[36][36][2];    /* cells present */
    int bxmin, bxmax, bymin, bymax;    /* used portion of the board */

```

See also section 7.

This code is used in section 1.

```

5. ⟨ Read and output the piece names 5 ⟩ ≡
    if (¬fgets(buf, buf_size, stdin)) panic("No_piece_names");
    printf("_%s", buf);    /* just pass the piece names through */

```

This code is used in section 1.

```

6.  ⟨ Read and output the pieces 6 ⟩ ≡
    while (fgets(buf, buf_size, stdin)) {
        if (buf[strlen(buf) - 1] ≠ '\n') panic("Input_line_too_long");
        for (p = buf; isspace(*p); p++) ;
        if (¬*p) panic("Empty_line");
        for (q = p + 1; ¬isspace(*q); q++) ;
        if (q > p + 3) panic("Piece_name_too_long");
        for (q = name; ¬isspace(*p); p++, q++) *q = *p;
        *q = '\0';
        for (p++; isspace(*p); p++) ;
        s = *p - '0';
        if ((s ≠ 1 ∧ s ≠ 2 ∧ s ≠ 3 ∧ s ≠ 6) ∨ ¬isspace(*(p + 1))) panic("Bad_s_value");
        for (p += 2; isspace(*p); p++) ;
        t = *p - '0';
        if ((t ≠ 1 ∧ t ≠ 2) ∨ ¬isspace(*(p + 1))) panic("Bad_t_value");
        n = 0;
        xmin = ymin = 35; xmax = ymax = 0;
        for (p += 2; *p; p += 3, n++) {
            while (isspace(*p)) p++;
            if (¬*p) break;
            x = decode(*p);
            if (x < 0) panic("Bad_x_coordinate");
            y = decode(*(p + 1));
            if (y < 0) panic("Bad_y_coordinate");
            if (*(p + 2) ≡ '*' ) p++, z = 1; else z = 0;
            if (¬isspace(*(p + 2))) panic("Bad_board_position");
            if (n ≡ 36 * 36 * 2) panic("Pigeonhole_principle_says_you_repeated_a_position");
            xx[n] = x, yy[n] = y, zz[n] = z;
            if (x < xmin) xmin = x;
            if (x > xmax) xmax = x;
            if (y < ymin) ymin = y;
            if (y > ymax) ymax = y;
        }
        if (n ≡ 0) panic("Empty_piece");
        ⟨ Generate the possible piece placements 8 ⟩;
    }
}

```

This code is used in section 1.

```

7.  ⟨ Global variables 4 ⟩ +≡
    char name[4]; /* name of current piece */
    int s, t; /* symmetry type of current piece */
    int xx[36 * 36 * 2], yy[36 * 36 * 2], zz[36 * 36 * 2]; /* coordinates of current piece */
    int xmin, xmax, ymin, ymax; /* range of coordinates */

```

8. \langle Generate the possible piece placements 8 $\rangle \equiv$
while (t) {
 for ($k = 1$; $k \leq 6$; $k++$) {
 if ($k \leq s$) \langle Output translates of the current piece 11 \rangle ;
 \langle Rotate the current piece 10 \rangle ;
 }
 \langle Transpose the current piece 9 \rangle ;
 $t--$;
}

This code is used in section 6.

9. \langle Transpose the current piece 9 $\rangle \equiv$
for ($j = 0$; $j < n$; $j++$) {
 $z = xx[j]$;
 $xx[j] = yy[j]$;
 $yy[j] = z$;
}
 $z = xmin$; $xmin = ymin$; $ymin = z$;
 $z = xmax$; $xmax = ymax$; $ymax = z$;

This code is used in section 8.

10. \langle Rotate the current piece 10 $\rangle \equiv$
 $xmin = ymin = 1000$; $xmax = ymax = -1000$;
for ($j = 0$; $j < n$; $j++$) {
 $z = xx[j]$;
 $xx[j] = z + yy[j] + zz[j]$;
 $yy[j] = -z$;
 $zz[j] = 1 - zz[j]$;
 if ($xx[j] < xmin$) $xmin = xx[j]$;
 if ($xx[j] > xmax$) $xmax = xx[j]$;
 if ($yy[j] < ymin$) $ymin = yy[j]$;
 if ($yy[j] > ymax$) $ymax = yy[j]$;
}

This code is used in section 8.

11. \langle Output translates of the current piece 11 $\rangle \equiv$
for ($x = bxmin - xmin$; $x \leq bxmax - xmax$; $x++$)
 for ($y = bymin - ymin$; $y \leq bymax - ymax$; $y++$) {
 for ($j = 0$; $j < n$; $j++$)
 if ($\neg board[x + xx[j]][y + yy[j]][zz[j]]$) **goto** *nope*;
 $printf(name)$;
 for ($j = 0$; $j < n$; $j++$) {
 $printf("%c%c", encode(x + xx[j]), encode(y + yy[j]))$;
 if ($zz[j]$) $printf("*")$;
 }
 $printf("\n")$;
 nope: ;
}

This code is used in section 8.

12. $\langle \text{Subroutines } 3 \rangle + \equiv$
char *encode*(*x*)
 int *x*;
 {
 if (*x* < 10) **return** '0' + *x*;
 return 'a' - 10 + *x*;
 }

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POLYIAMONDS

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