# Project 2

< Gobang Game >

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# Introduction

In the program design, by designing, compiling and debugging a Gobang program, we can deepen the understanding of the principle of syntax and semantic analysis, and realize the flexible application of the command sentence. In the program design, two methods can be used to solve the problem: one is the traditional structured programming method, and the two is a more advanced object oriented programming method.    
Because many functions need to access certain data, these data are often designed as global variables.    
In the object oriented programming, the key is how to extract the entity in the problem domain (that is, the concept of daily view), as the class in the C++ program, and the attribute and behavior are the two essential elements of the class, and even the constraints that the class must be satisfied should be considered.



