

## CSCE 314

### Assignment 4

Total points: 75 points

Submission Deadline: March 25<sup>th</sup>, 2018

#### Objective:

The objective of this assignment is to get yourself familiar with interactive programming in Haskell.

#### Part 1 (30 points):

A Haskell file has been provided which contains the code for a tic-tac-toe game. You need to read and run all the functions. Moreover, you need to understand the purpose of each function and how they work. Then you will write a report on each function. You will include the working scheme, syntax highlights etc. for each function.

#### Part 2 (20 points):

In part 2, you are required to make some changes to the provided functions. This is an open-ended problem, therefore you need to choose what type of changes/improvement you want to pursue. For example, you decide to develop a tic-tac-toe game where the players are human and computer; and the computer never loses to the human, it always win/draw. Another change might be this: you could choose to receive inputs/provide outputs in a different way. These are just some suggestions. Again, it is totally up to you what kind of changes you want to pursue. In your pdf file, describe the changes you have made to your functions and explain the purpose and working scheme.

#### Part 3 (20 points):

At the end, you will run the whole tic-tac-toe game and take the screenshot of your outputs. You need to include the screenshots of your outputs in the pdf file.

#### Instructions (You will get 5 points for following instructions):

- 1) You will submit a pdf file and a Haskell file. You need to submit them as a zip/compressed file. Please name your zip file as yourname-uin-hw4
- 2) In your pdf file, there should be three parts as Part 1, Part 2 and Part 3.
- 3) You can choose any kind of formatting for your pdf file.
- 4) Please include your name and UIN in your pdf file and Haskell file.