Mini Project 3 Gomoku Al

WSL Installation Tutorial

Outline

- Introduction
- Install WSL
- Setup WSL
- Install build-essential
- Compile in WSL
- Execute in WSL

Introduction

 We have noticed that executing the project on Windows is much slower than on Mac or Linux

 There also exists some serious problems like file remove error or baselines got killed too early and failed to output action

 For Windows users, we recommend using WSL in this project to avoid these problems

Windows Subsystem for Linux

- WSL enables your Windows computer to run Linux
- Since the final evaluation will take place on a machine with Linux environment, using WSL during development is a good choice
- Using WSL makes your code execute in normal speed
 - Without the lags in Windows
- Also prevents the remove file and baseline invalid move error

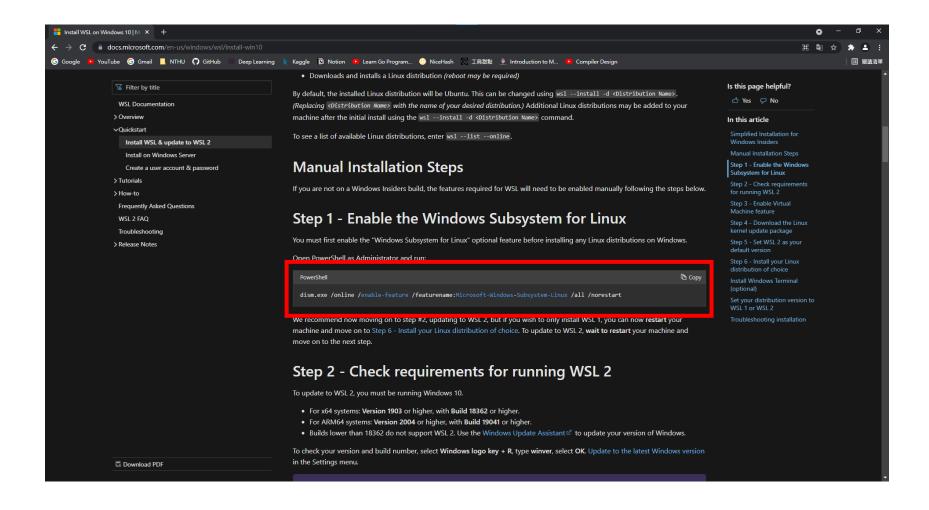
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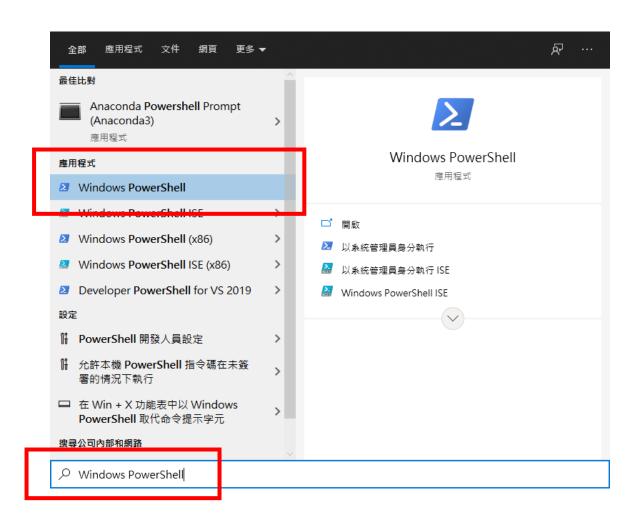
Go to WSL Installation Guide



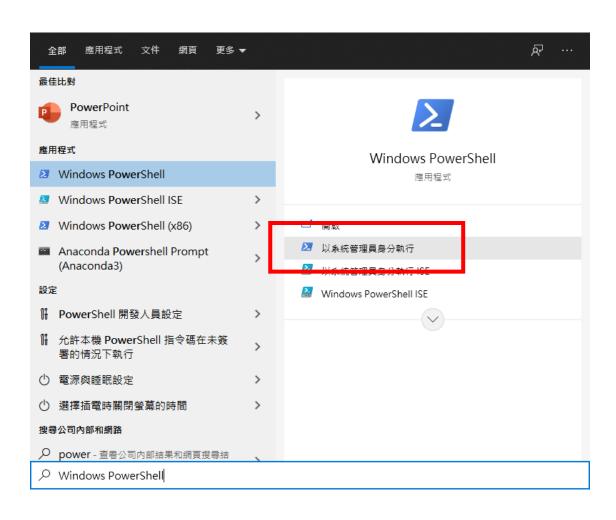
Copy the command in step 1



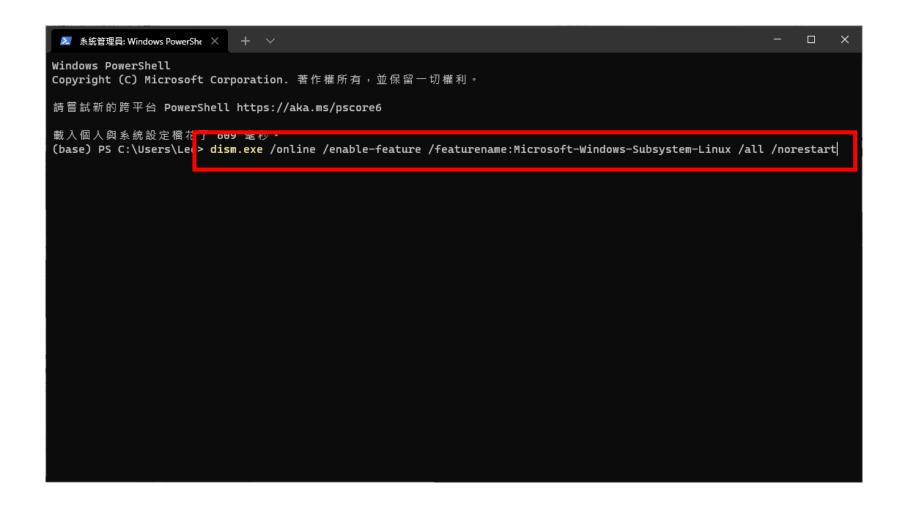
Search for PowerShell with search tool



Open PowerShell as Administrator



Paste the command and press enter



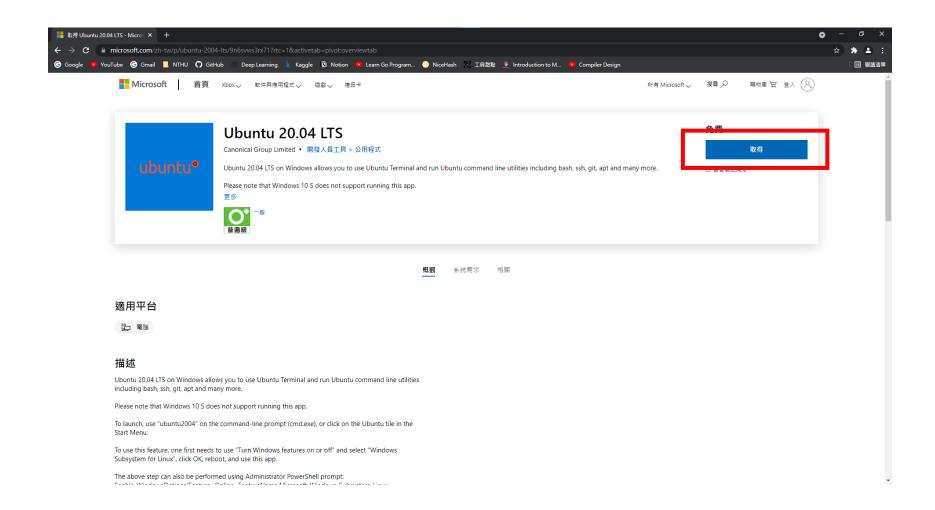
Restart your computer

 Since WSL 1 is enough for this project, this slide will not go through step 2 ~ step 5 of the installation guide

- Restart your computer before you proceed to next step
 - If there is "reboot" and "update and reboot", click "update and reboot"

• If you want to install WSL 2, you can follow the installation guide to complete step 2 ~ step 5 then restart your computer

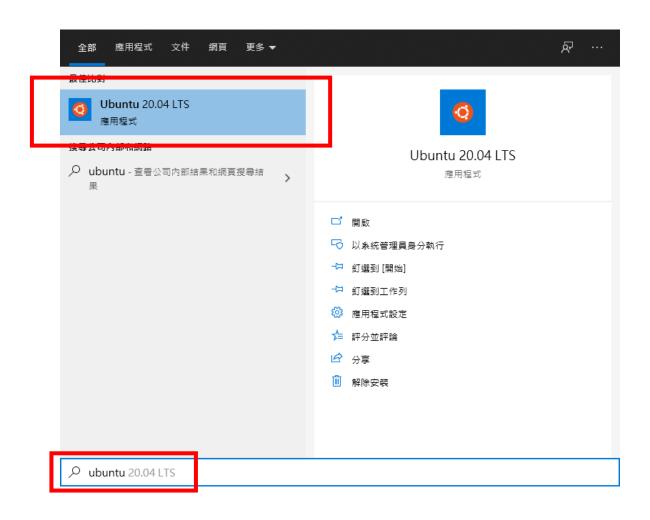
Install Ubuntu 20.04 LTS



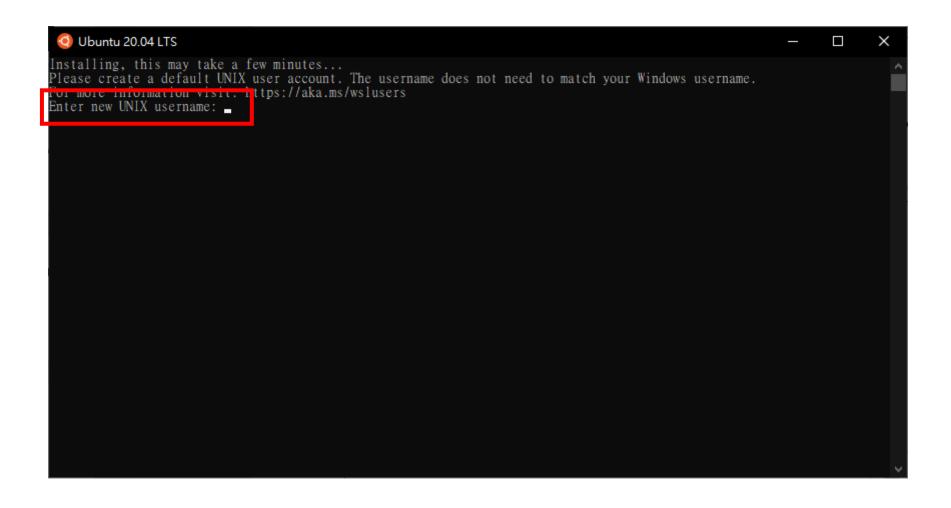
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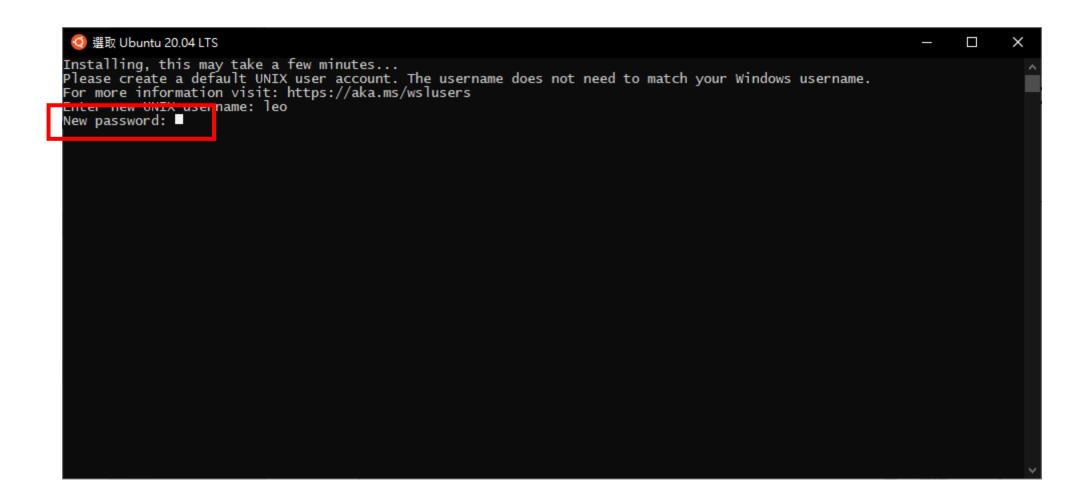
Search for Ubuntu and start it



Enter your new username for Ubuntu



Enter your new password for Ubuntu



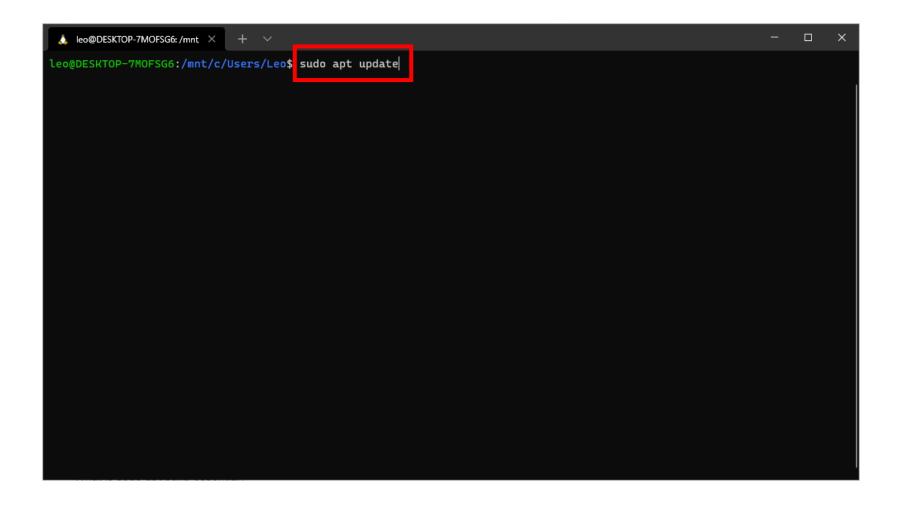
Validate your new password



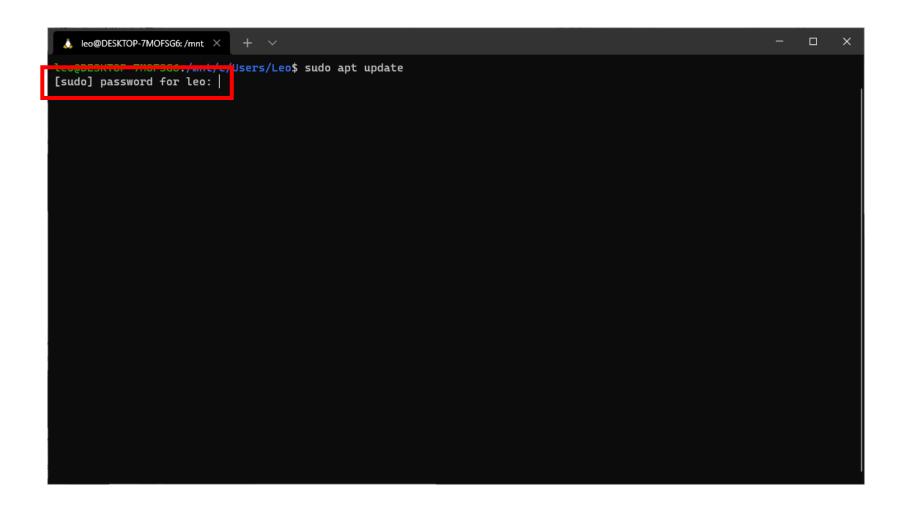
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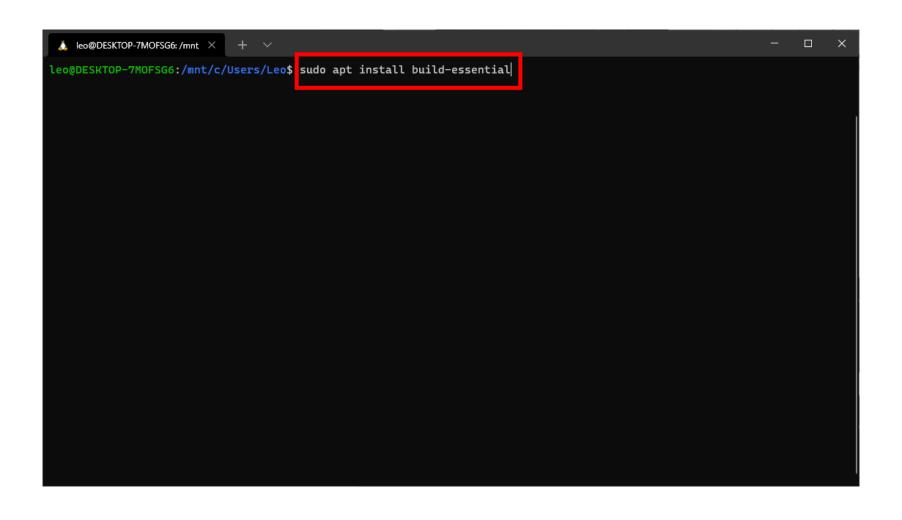
Enter "sudo apt update"



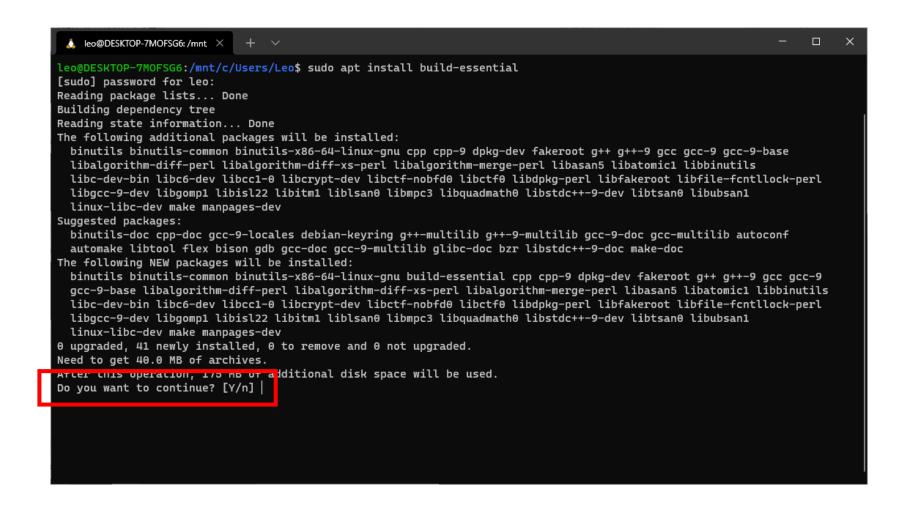
Enter your password for Ubuntu



Enter "sudo apt install build-essential"



Press enter to continue



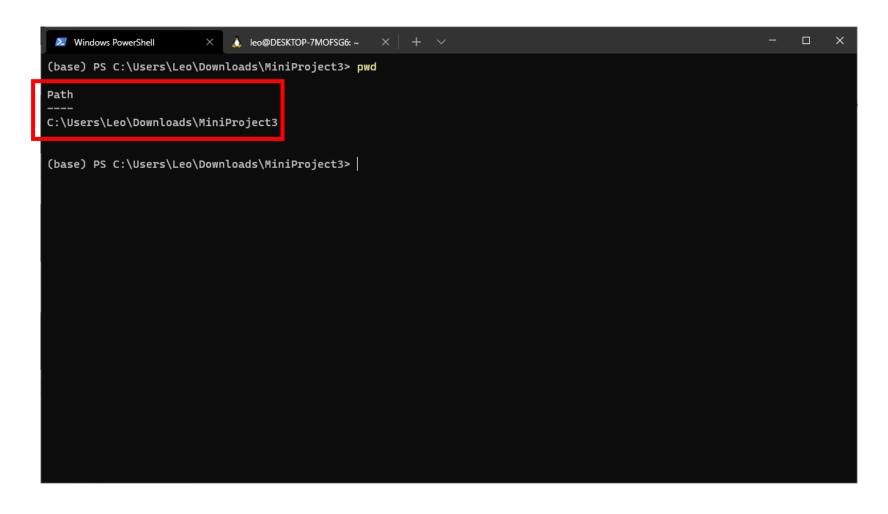
Type "g++ --version" and "make --version" to validate installation

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leo@DESKTOP-7MOFSG6: /mnt ×
                                                                                                                   - 🗆 X
leo@DESKTOP-7MOFSG6:/mnt/c/Users/Leo$ g++ --version
g++ (Ubuntu 9.3.0-17ubuntu1~20.04) 9.
Copyright (C) 2019 Free Software Foundation, Inc.
This is free software; see the source for copying conditions. There is NO
warranty; not even for MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
leo@DESKTOP-7MOFSG6:/mnt/c/Users/Leo$ make --version
GNU Make 4.2.1
Built for x86_64-pc-linux-gnu
Copyright (C) 1988-2016 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <a href="http://gnu.org/licenses/gpl.html">http://gnu.org/licenses/gpl.html</a>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
leo@DESKTOP-7MOFSG6:/mnt/c/Users/Leo$
```

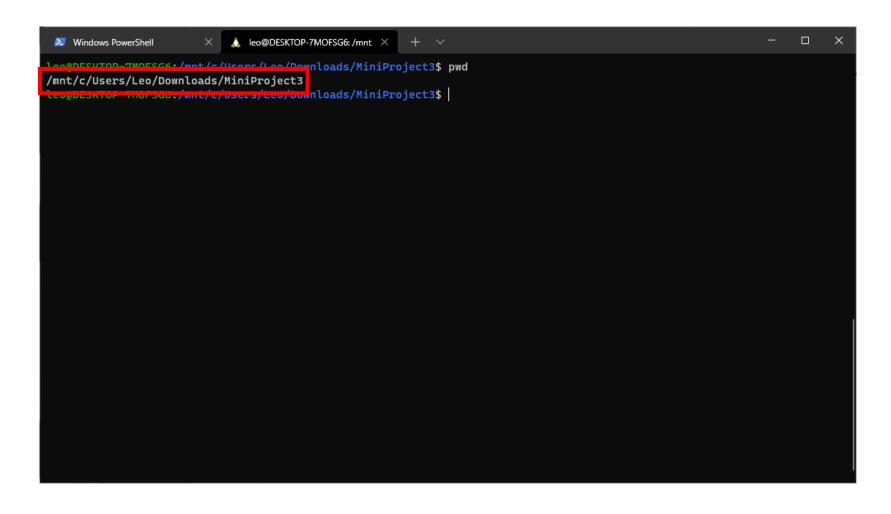
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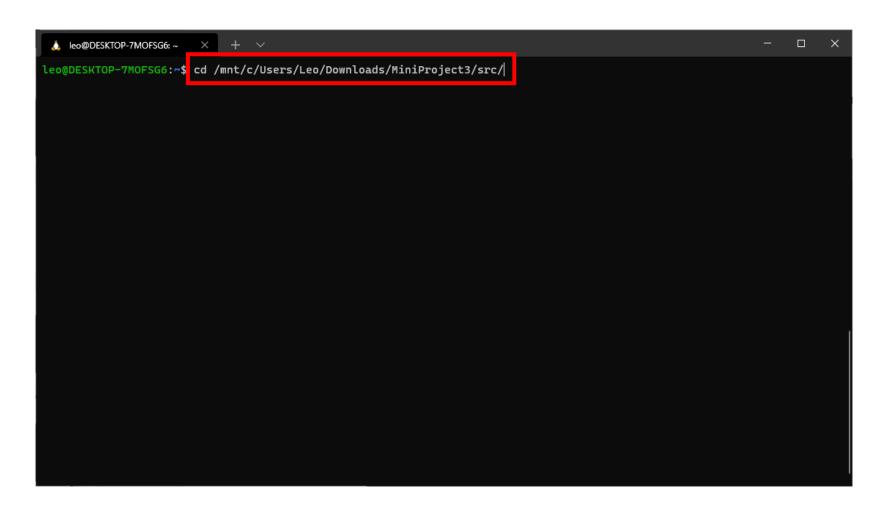
In Windows, your project path in C drive would be like "C:\[project_path]"



However, in WSL, your project path in C drive would be like "/mnt/c/[project_path]"



Change directory to the "src" folder of your project by "cd [project_path]/src"



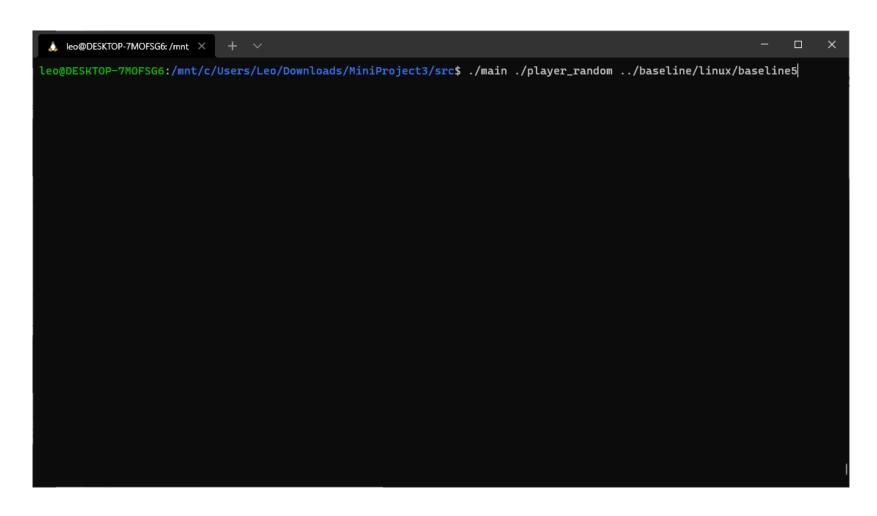
Type "make" to compile your code

```
👃 leo@DESKTOP-7MOFSG6: /mnt 🛛 🔻
                                                                                                             - 🗆 X
leo@DESKTOP-7MOFSG6:/mnt/c/Users/Leo/Downloads/MiniProject3/src$ make
g++ -Wall -Wextra --std=c++14 -o player_partial player_partial.cpp
g++ -Wall -Wextra --std=c++14 -o player_infinite player_infinite.cpp
g++ -Wall -Wextra --std=c++14 -o player_invalid player_invalid.cpp
g++ -Wall -Wextra --std=c++14 -o player_random player_random.cpp
g++ -Wall -Wextra --std=c++14 -o main main.cpp
leo@DESKTOP-7MOFSG6:/mnt/c/Users/Leo/Downloads/MiniProject3/src$
```

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Type "./main ./[AI1] ./[AI2]" in terminal to execute while in the "src" folder of your project



Happy Coding!