API for Nibbles

public int executeBotAlgo(HashMap mapcontext, HashMap botcontext)

This is where you code your algorithm. The code must return an integer that denotes the direction the bot is to turn within a second. If the code times out, a default move is sent and that step ends.

Contents of **mapcontext**:

NROW (Integer): number of rows in the arena.
NCOL (Integer): number of columns in the arena.
NMAP (int[][]): Arena contents are here.
MYBOTID (Integer): The identifier for your bot.
POWER10 (Integer): Indicates how many more food particles bot 10 can eat which will be affected by its power up. If it has no power up, this is 0.
POWER20 (Integer): Indicates how many more food particles bot 20 can eat which will be affected by its power up.
POWER30 (Integer): Indicates how many more food particles bot 30 can eat which will be affected by its power up.
POWER40 (Integer): Indicates how many more food particles bot 40 can eat which will be affected by its power up.

botcontext:

Any data that you wish to keep between moves to represent your 'state' may be added here. This is where your 'global' data should go.

*Both HashMaps are of type <String, Object>

Return values:

1	Signal a turn left
2	Signal a turn right
3	Signal no turn (move forward)

---

public void onPrimaryTimeout()

If your bot does not return a value within the timeout period, then a default move is used and the executeAlgo() ends. However, if there are any operations you would like to do as far as ensuring reliability of the information you have in your botcontext, you may do so in here. Otherwise, this may be left blank.

---

public void onSecondaryTimeout()

If your bot does not exit from onPrimaryTimeout() within some period of time, it will be killed. This function merely warns you when this situation arises – your botcontext may be corrupt in such a case.

Value representation in the map:

Integer Value	Represented Unit
0	Empty Location
1	Fast Food (increases length by 1)
2	Full Meal (increases length by 2)
3	Power up
4	Obstacle
10	Snake 10
11	Snake 10's head
20	Snake 20
21	Snake 20's head
30	Snake 30
31	Snake 30's head
40	Snake 40
41	Snake 40's head