

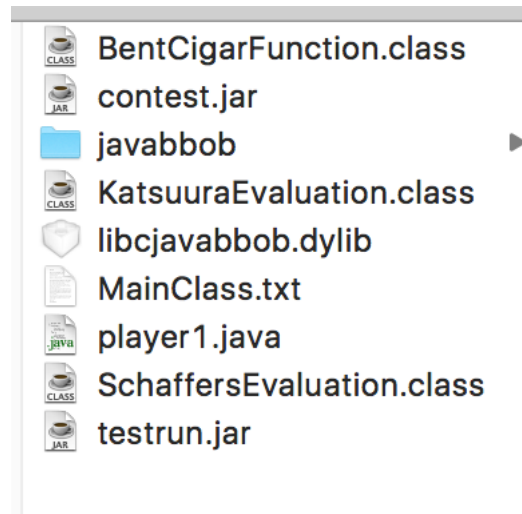
Practical assignment



tutorial

Step 1

- Download all provided files from canvas



Step 2

Change the player0.java file and the Main-Class.txt to your group name

- Example shown for group 1
- The Main-Class has no spaces after of below the text

The image shows two overlapping code editor windows. The top window is titled 'player0.java' and contains the following code:

```
1 import org.vu.contest.ContestSubmission;
2 import org.vu.contest.ContestEvaluation;
3
4 import java.util.Random;
5 import java.util.Properties;
6
7 public class player0 implements ContestSubmission
8 {
9     Random rnd_;
10    ContestEvaluation evaluation_;
11    private int evaluations_limit_;
12
13    public player0()
14    {
15        rnd_ = new Random();
16    }
17
18    public
```

The bottom window is titled 'player1.java' and contains the following code:

```
1 import org.vu.contest.ContestSubmission;
2 import org.vu.contest.ContestEvaluation;
3
4 import java.util.Random;
5 import java.util.Properties;
6
7 public class player1 implements ContestSubmission
8 {
9     Random rnd_;
10    ContestEvaluation evaluation_;
11    private int evaluations_limit_;
12
13    public player1()
14    {
15        rnd_ = new Random();
16    }
17
18    public
```

Below the code editors, a small window titled 'MainClass.txt — Edited' is visible, showing the text:

```
Main-Class: player1
```

Step 3 – using the terminal

- Compile your java file through the terminal
 - Go to the folder where all files are located and type:
 - `javac -cp contest.jar player1.java`
 - This will create a `player1.class` file
- Create a submission by typing:
 - `jar cmf MainClass.txt submission.jar player1.class`
- If you created additional java files, just add them after the `player1.java` file and include the compiled files after `player1.class`

Step 4

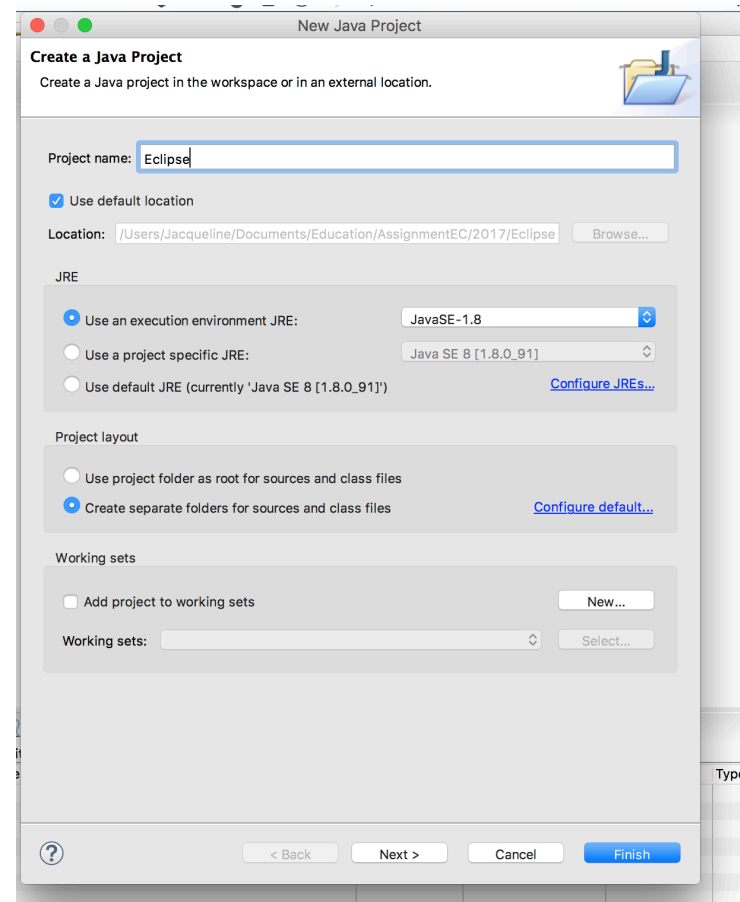
- Test your code on one of the functions by typing:
 - `java -jar testrun.jar -submission=player1 -evaluation=BentCigarFunction -seed=1`
- Summary:

```
Jacquelines-MacBook-Pro:2017 Jacqueline$ java javac -cp contest.jar player1.java
Error: Could not find or load main class javac
Jacquelines-MacBook-Pro:2017 Jacqueline$ javac -cp contest.jar player1.java
Jacquelines-MacBook-Pro:2017 Jacqueline$ jar cmf MainClass.txt submission.jar player1.class
Jacquelines-MacBook-Pro:2017 Jacqueline$ java -jar testrun.jar -submission=player1 -evaluation=BentCigarFunction -seed=1
```

- For online contest: upload your submission.jar with provided code

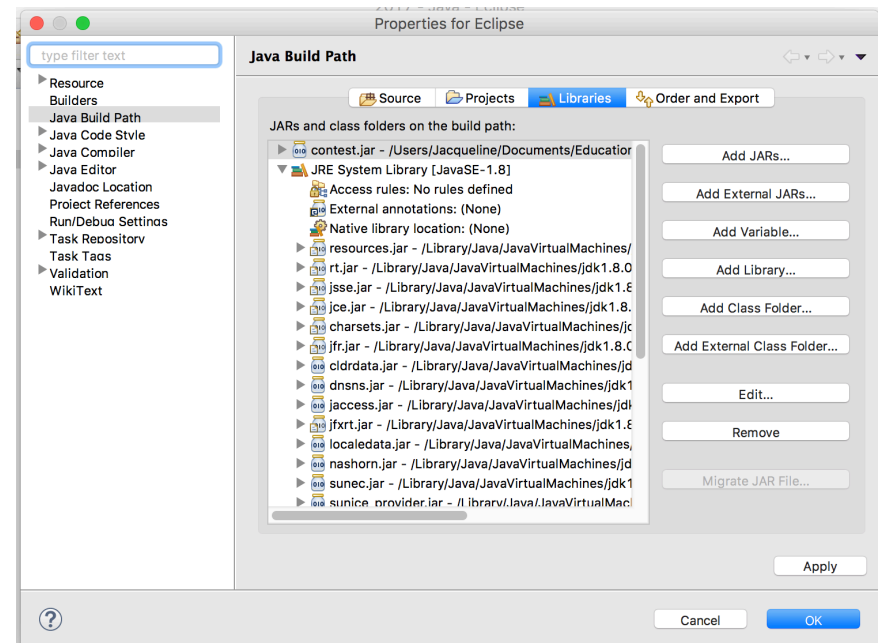
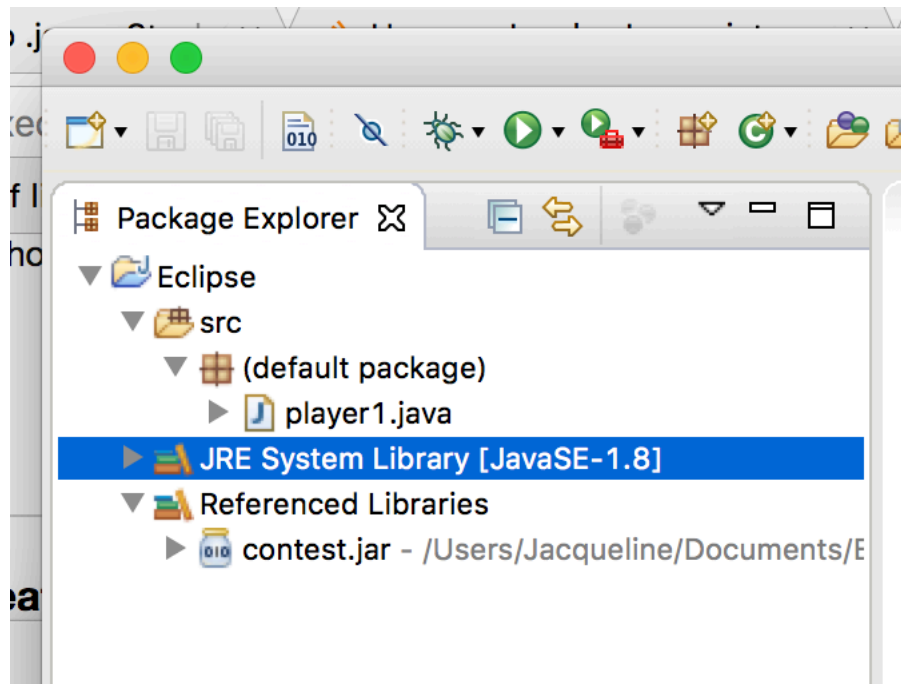
Step 3 – Using Eclipse

- You can also use Eclipse to create a submission.jar
- Create a new project



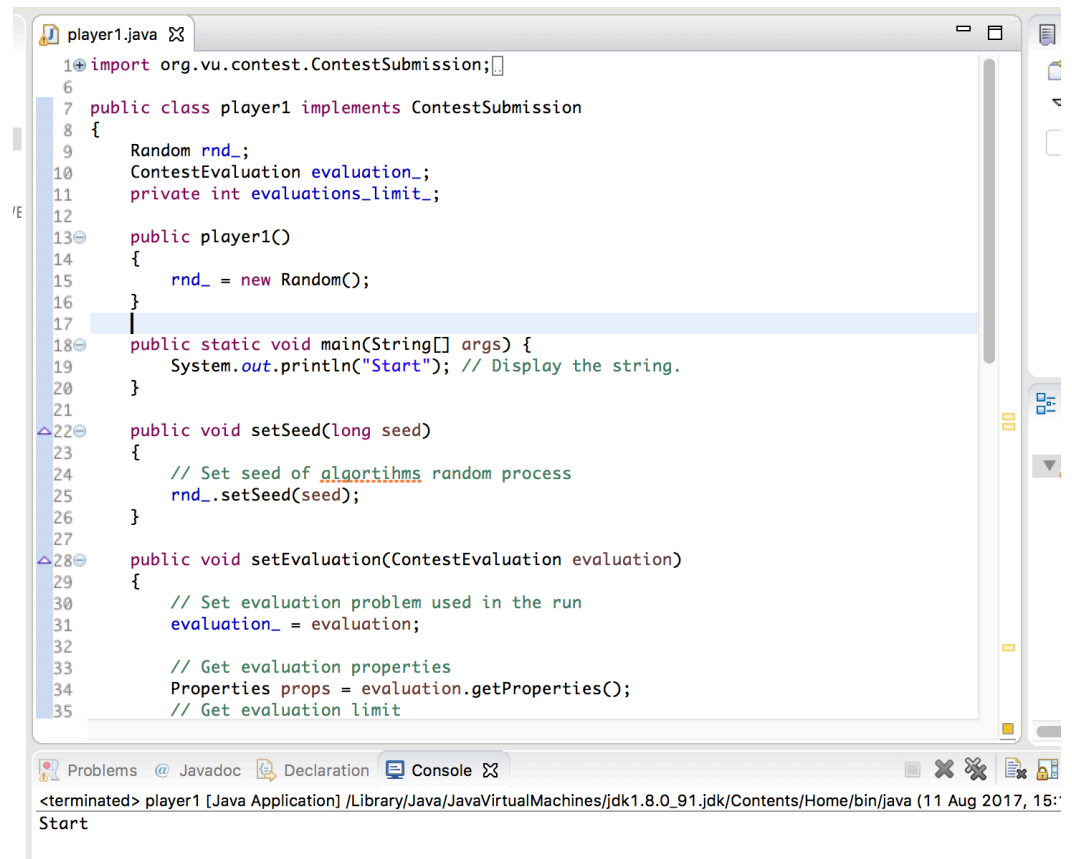
Step 3 – Using Eclipse

- Add player1.java to the code
- Add contest.jar to classpath



Step 3 – Using Eclipse

- Add a main function in the code
- Run it once



```
player1.java
1 import org.vu.contest.ContestSubmission;
6
7 public class player1 implements ContestSubmission
8 {
9     Random rnd_;
10    ContestEvaluation evaluation_;
11    private int evaluations_limit_;
12
13    public player1()
14    {
15        rnd_ = new Random();
16    }
17
18    public static void main(String[] args) {
19        System.out.println("Start"); // Display the string.
20    }
21
22    public void setSeed(long seed)
23    {
24        // Set seed of algorithms random process
25        rnd_.setSeed(seed);
26    }
27
28    public void setEvaluation(ContestEvaluation evaluation)
29    {
30        // Set evaluation problem used in the run
31        evaluation_ = evaluation;
32
33        // Get evaluation properties
34        Properties props = evaluation.getProperties();
35        // Get evaluation limit
```

Problems Javadoc Declaration Console

<terminated> player1 [Java Application] /Library/Java/JavaVirtualMachines/jdk1.8.0_91.jdk/Contents/Home/bin/java (11 Aug 2017, 15: Start

Step 3 – Using Eclipse

- Export an runnable jar and go to step 4

