Assignment #2

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1.編譯結果



Figure 1: Compile file

2.執行結果

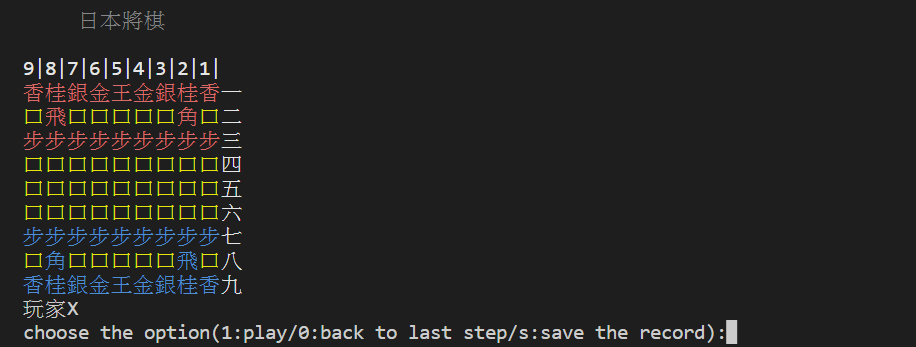


Figure 2: X player Initial site



Figure 3: X player input 1 to play and move the piece

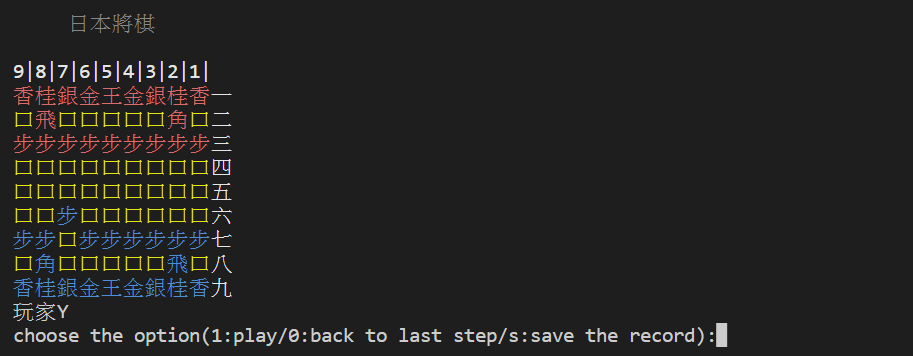


Figure 4: Y player Initial site

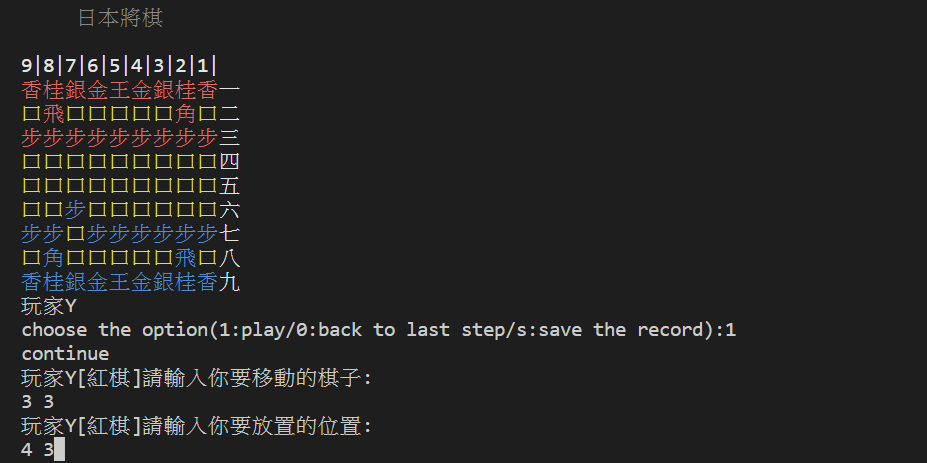
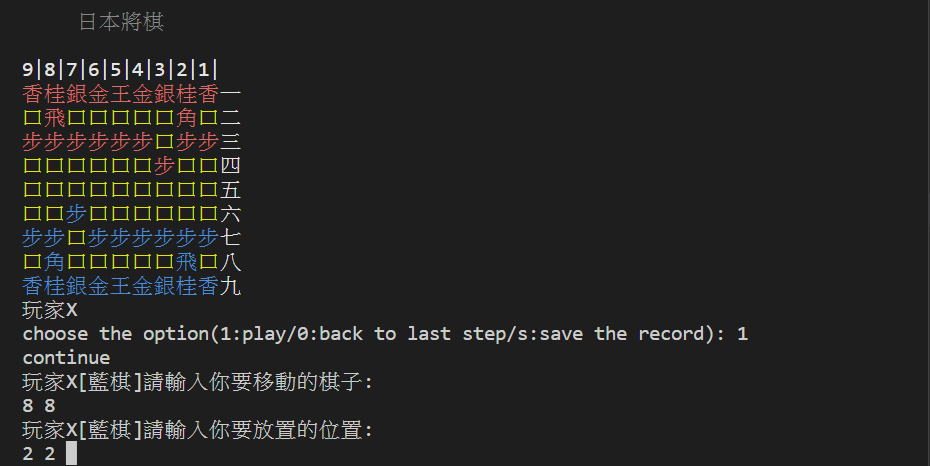


Figure 5: Y player input 1 to play and move the piece

Figure 6: X player capture Y player piece

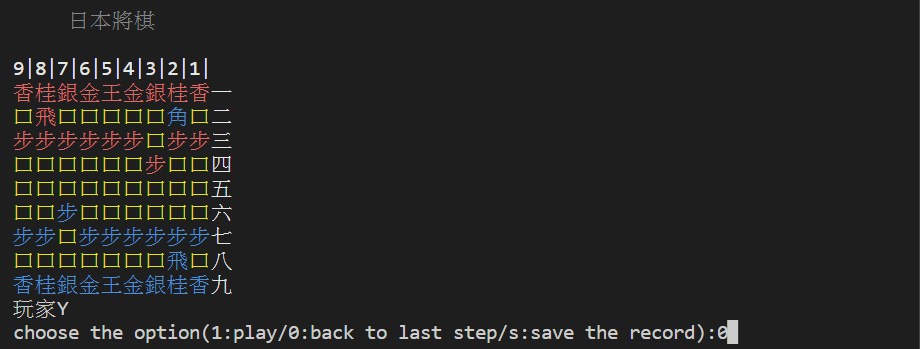
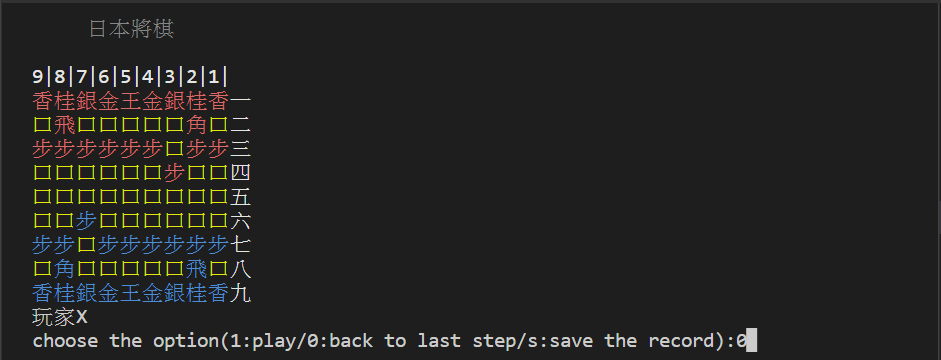


Figure 7: Y player enter 0 to go back to last step

 Figure 8: X player enter 0 to go back to last step

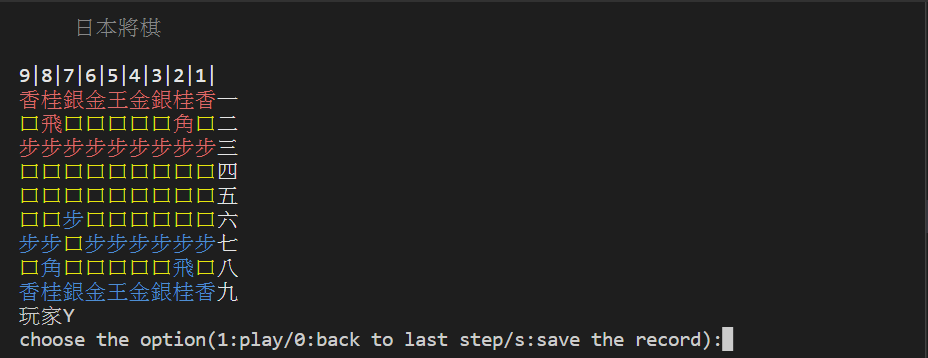


Figure 9: Pawn of Y player returns to initial place



Figure 10: X player win the game



Figure 11: X player lose the game

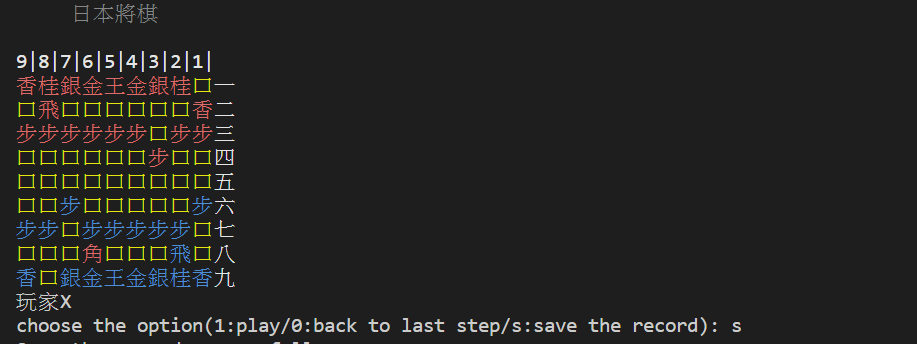


Figure 12: Once we input s, it would save the record in a file

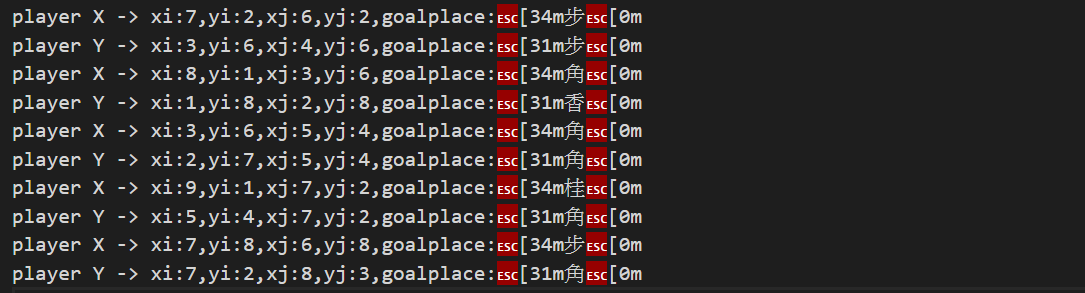


Figure 13: The record would be printed on record.txt

3.分析

若輸入錯誤（如找不到對應棋子、移動方式不符合基本規則等），將會要求使用者重新輸入。 若使用者輸入0，可進行悔棋，悔棋後將交換當下的攻守方（如X的回合進行悔棋，等同Y決定悔棋，回到上一手由Y重新行棋）。悔棋可連續執行，直到回到第一手為止。

4.參考資料

(1) https://markdown.tw/

(2) <https://shogi.hk/Gameplay-of-Japanese-Chess-Shogi/>

(3) <https://lakesd6531.pixnet.net/blog/post/332858496-%5B%E8%B3%87%E6%96%99%E7%B5%90%E6%A7%8B%5D%E7%94%A8c%E8%AA%9E%E8%A8%80%E8%A3%BD%E4%BD%9C%E5%A0%86%E7%96%8A%28stack%29>

(4) <https://www.796t.com/content/1546926841.html>

(5) <https://www.delftstack.com/zh-tw/howto/c/read-file-c/>

5. GITHUB連結

<https://github.com/yayi1213/Cherry.git>