Week 3 & 4 report

Unfortunately, I am still stuck on the first project: writing AI with JavaScript. I am now experiencing a strange issue with my code and here is a segment of it:

var bulidRotate = function(input, player, depth) {

// System.out.println("In buildRot");

var platenum= [0,1,2,3];

var rotdir = ['l','r'];

var player = ['b', 'w'];

var pl = player[0];

if (player == pl) {

pl = player[1];

}

for (var i = 0; i < platenum.length; i ++){

for (var j = 0; j < rotdir.lenght; j ++) {

document.getElementById("debug").innerHTML = "in second loop";

var temp = input.clone();

if (temp.rotate(platenum[i], rotdir[j])) {

input.getChildren().push(temp);

document.getElementById("debug").innerHTML = input.getChildren().length;

// temp.print();

if (depth < DEPTHLIMIT && temp.getHeuristic() < 1000000 && temp.getHeuristic() > -1000000) {

buildPut (temp, pl, depth + 1);

}

} else {

document.getElementById("debug").innerHTML = ("rotation fail");

}

}

}

};

Things happened after the second for loop and no matter what I put over there no response is showing from that part. I modified my original code however it now creates a lot of problems. I am pretty lost in this area and finally gave up trying right now and call it a week (2 weeks).

These two weeks I am implementing what I learned from last 2 weeks and try to make the whole program works. However it is really hard to understand the object in JavaScript. Unlike the object in Java, the objects in JavaScript do different encryptions. From what I learned the key word “var” is use to declare the variables in an object private. In Java the private fields can be accessed by objectname.fieldname if the method of an object is taking in an object of the same instance. However this is not available in JavaScript and as long as a field is declared as “var” in an object, it could only be accessed by method, even if the object passing in is of the same instance of the current class.

Other than that the iterator in JavaScript also causes problems. From the internet I found that the iterative for loop in JavaScript should be as “for (var a in object)” and I tried to write some of my for loop like that. The output of that loop is strange and it seems like changing the instance of the object from that loop. I have to replace them all in order to make the code partially working.

Finally it is about that segment of code I just posted. The whole loop runs, the first loop and the second loop ends, however nothing in the second loop works. I don’t think it is because the loop never runs but it is really strange.

JavaScript is so different from Java that it creates a lot of problems to me during coding. I will try my best to finish the project this week but as long as this week is the midterm week I cannot guarantee that. The git repo for this project is <https://github.com/yyang3/pentagoJS.git> in case you want to see that.