asn. 4&5   cmput670 gamesgraphsalgms ...   due 1050am thu mar 27

1. Acknowledge all resources,including discussions, texts, urls, etc. Acknowledge that you have read and understood the UAlberta document Understanding Plagiarism `http://www.science.ualberta.ca/en/FacultyAndStaff/~/media/science/Faculty%20And%20Staff/Documents/Understanding_Plagiarism.ashx`.

2. Write a program that plays Y any any board up to size 26. You will be graded on creativity, correctness, and performance in rounds 1 and 2 of the in-class tournament.

   Rules for round 1. Mar 27, in class. Round robin. Base 10 board, labelled with corners a1 a10 j1. Swap rule in effect. Human can choose 1st move of game. Human can decide whether to swap. From then on, programs play all moves. 10s/move.

   Rules for round 2. Apr 8, in class. Similar to round 1: details to be announced immediately after round 1 (board size may change).