



ECE12: Introduction to Programming

Lecture 18

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Lecture 18: Overview

- Final Programming Assignment:
The Game of Chess
 - Introduction to chess
 - Rules for playing chess (simplified)
 - Setting up the chess program environment
 - Set up and run the prepared chess program
 - Analyzing the program modules
 - Reading the sources
 - Interactive tests
 - Programming strategy
 - Enumerate, then choose

The Game of Chess

- Introduction
- The rules of the game
 - Online on the web of the US Chess Federation
 - <http://www.uschess.org/beginners/letsplay.php>
 - Simplifications
 - No “castling” move
 - No “en passant” move
- Setting up the Python chess program
 - Copy the prepared tar-archive
 - Unpack the prepared modules
 - Run the chess program

The Game of Chess

- Analyze the Program Modules
 - chess.py: chess conventions
 - game.py: main program
 - interactive_player.py: human player
 - random_player.py: dumb computer player
 - smart_player.py: your program!
- Programming Assignment
 - Detailed instructions online at course web pages
 - Follow the instructions step by step
- Programming Strategy
 - Enumerate all possible and legal moves
 - Choose the best move