Assignment 1

General remarks
Common mistakes

- Not checking if inputs are correct
  - At least check if(args.length !=2)
- In the report you should describe at least:
  - The heuristics used
  - How you translate time into depth (simple if-else enough)
  - Test result for several trials (to show that you have tested it thoroughly). **Tip for assignment 2:** add the map to the report
- Test both black and white! Many missed to test as white
- White player is always max, black always min.
  - Use negative score for black, positive for white. Or simply score = white_score – black_score
Good things

- Many have done thorough research into optimal heuristics
  - I learned a lot about good Othello tactics 😊
- The best way of playing Othello (and to keep track of time) is by using iterative deepening search
  - Nice to see that several people implemented this on the assignment!
General tips

• In the script it is important to use ~<user> (e.g. ~c11abc). ~ without username means the current user (me) and thereby the program does not start since no files were found in my home directory.
  – For ass. 2, use the provided script (and test it on scratchy.cs.umu.se in Putty for example)

• For printing source code in a nice way use a2ps, e.g.: a2ps –P ma316ps_d *.java

• To save paper and printer quota, print on both pages
If you got grade O

• Fix everything I remarked on and hand in a new version before next Friday (17/12)
• Please attach the old report with the new so I can see the old remarks
  – If you did major work on the code, hand in a new printout of the changed code.
  – If you did minor edits in the report you could add just the new parts together with a cover sheet.
  – In all cases, add a new cover sheet and a short description what was done to correct the mistakes from the first hand-in.