

Solution 6: Loopy games

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1 Loop painting

Listing 1: Class *LOOP_PAINTING*

```
note
  description : "Drawing figures with asterisks."

class
  LOOP_PAINTING

create
  make

feature -- Initialization

  make
    -- Get size and paint.
  local
    n: INTEGER
  do
    io.put_string ("Enter a positive integer: ")
    io.read_integer
    n := io.last_integer

    if n <= 0 then
      print ("Wrong input")
    else
      print ("%NChecker triangle:%N%N")
      print_checker_triangle (n)

      print ("%N%N")

      print ("Checker diamond:%N%N")
      print_checker_diamond (n)
    end
  end

feature -- Painting

  print_checker_triangle (n: INTEGER)
    -- Print a checker triangle of size 'n'.
  require
    positive_n: n > 0
```

```
local
  i, j, space: INTEGER
do
  from
    i := 1
    space := 0
  until
    i > n
  loop
    from
      j := 1
    until
      j > i
    loop
      if j \ 2 = space then
        print (' ')
      else
        print ('*')
      end
      j := j + 1
    end
    space := 1 - space
    i := i + 1
    print ("%N")
  end
end

print_checker_diamond (n: INTEGER)
  -- Print checker diamond of size 'n'.
require
  positive_n: n > 0
local
  i: INTEGER
  left, middle: STRING
do
  create left.make_filled (' ', n)
  middle := ""
  from
    i := 1
  until
    i > n
  loop
    left.remove_tail (1)
    middle.append ("* ")
    print (left + middle + "%N")
    i := i + 1
  end
  from
    i := 1
  until
    i > n
  loop
```

```
    left.append(" ")
    middle.remove_tail(2)
    print(left + middle + "%N")
    i := i + 1
end
end
end
```

2 Bagels

Listing 2: Class *BAGELS*

```
note
  description : "Bagels application"

class
  BAGELS

create
  execute, set_answer

feature -- Initialization
  execute
    -- Play bagels.
  local
    d: INTEGER
  do
    io.put_string("*** Welcome to Bagels! ***%N")
  from
  until
    io.last_integer > 0
  loop
    io.put_string("Enter the number of digits (positive):%N")
    io.read_integer
  end
  d := io.last_integer
  play(d)
end

feature -- Implementation

play(d: INTEGER)
  -- Generate a number with 'd' digits and let the player guess it.
  require
    d_positive: d > 0
  local
    guess_count: INTEGER
    guess: STRING
  do
    io.put_string("I'm thinking of a number...")
    generate_answer(d)
    io.put_string(" Okay, got it!%N")
```

```
from
until
  guess ~ answer
loop
  io.put_string ("Enter your guess: ")
  io.read_line
  guess := io.last_string
  if guess.count = d and guess.is_natural and not guess.has ('0') then
    print (clue (guess) + "%N")
    guess_count := guess_count + 1
  else
    io.put_string ("Incorrect input: please enter a positive number with " + d.
      out + " digits containing no zeros%N")
  end
end
end
print ("Congratulations! You made it in " + guess_count.out + " guesses.")
end

answer: STRING
-- Correct answer.

set_answer (s: STRING)
-- Set 'answer' to 's'.
require
  s.non_empty: s /= Void and then not s.is_empty
  is_natural: s.is_natural
  no_zeros: not s.has ('0')
do
  answer := s
ensure
  answer_set: answer = s
end

generate_answer (d: INTEGER)
-- Generate a number with 'd' nonzero digits and store it in 'answer'.
require
  d_positive: d > 0
local
  random: V_RANDOM
  i: INTEGER
do
  create answer.make_filled (' ', d)
  create random
  from
    i := 1
  until
    i > d
  loop
    answer [i] := (random.bounded_item (1, 9)).out [1]
    random.forth
    i := i + 1
```

```
end
ensure
  answer_exists: answer /= Void
  correct_length: answer.count = d
  is_natural: answer.is_natural
  no_zeros: not answer.has ('0')
end

clue (guess: STRING): STRING
  -- Clue for 'guess' with respect to 'answer'.
  require
    answer_exists: answer /= Void
    guess_exists: guess /= Void
    same_length: answer.count = guess.count
  local
    i, k: INTEGER
    answer_copy, guess_copy: STRING
  do
    Result := ""
    answer_copy := answer.twin
    guess_copy := guess.twin
    from
      i := 1
    until
      i > answer_copy.count
    loop
      if answer_copy [i] = guess_copy [i] then
        Result := Result + "Fermi "
        answer_copy [i] := ' '
        guess_copy [i] := ' '
      end
      i := i + 1
    end
    from
      i := 1
    until
      i > answer_copy.count
    loop
      if answer_copy [i] /= ' ' then
        k := guess_copy.index_of (answer_copy [i], 1)
        if k > 0 then
          Result := Result + "Pico "
          guess_copy [k] := ' '
        end
      end
      i := i + 1
    end
  if Result.is_empty then
    Result := "Bagels"
  end
end
ensure
  result_exists: Result /= Void
```

```
end  
end
```

3 Board game: Part 2

Listing 3: Class *GAME*

```
class  
  GAME  
  
  create  
    make  
  
  feature {NONE} -- Initialization  
  
    make (n: INTEGER)  
      -- Create a game with 'n' players.  
      require  
        n.in_bounds: Min_player_count <= n and n <= Max_player_count  
      local  
        i: INTEGER  
        p: PLAYER  
      do  
        create die_1.roll  
        create die_2.roll  
        create players.make (1, n)  
        from  
          i := 1  
        until  
          i > players.count  
        loop  
          create p.make ("Player" + i.out)  
          p.set_position (1)  
          players [i] := p  
          print (p.name + " joined the game.%N")  
          i := i + 1  
        end  
        print ("%N")  
      end  
  
  feature -- Basic operations  
  
    play  
      -- Start a game.  
      local  
        round, i: INTEGER  
      do  
        from  
          round := 1  
          print ("The game begins.%N")  
          print_board  
        until
```

```
winner /= Void
loop
  print ("%NRound #" + round.out + "%N%N")
  from
    i := 1
  until
    winner /= Void or else i > players.count
  loop
    players [i].play (die_1, die_2)
    if players [i].position > Square_count then
      winner := players [i]
    end
    i := i + 1
  end
  print_board
  round := round + 1
end
ensure
  has_winner: winner /= Void
end
```

feature *-- Constants*

```
Min_player_count: INTEGER = 2
  -- Minimum number of players.

Max_player_count: INTEGER = 6
  -- Maximum number of players.

Square_count: INTEGER = 40
  -- Number of squares.
```

feature *-- Access*

```
players: V_ARRAY [PLAYER]
  -- Container for players.

die_1: DIE
  -- The first die.

die_2: DIE
  -- The second die.

winner: PLAYER
  -- The winner (Void if the game is not over yet).
```

feature {NONE} *-- Implementation*

```
print_board
  -- Output players positions on the board.
local
  i, j: INTEGER
```

```
board: STRING
do
  io.new_line
  board := ""
  board.multiply (Square_count)
  print (board)
  io.new_line
  from
    i := 1
  until
    i > players.count
  loop
    from
      j := 1
    until
      j >= players [i].position
    loop
      print (" ")
      j := j + 1
    end
    print (i)
    io.new_line
    i := i + 1
  end
end

invariant
  dice_exist: die_1 /= Void and die_2 /= Void
  players_exist: players /= Void
  number_of_players_consistent: Min_player_count <= players.count and players.count <=
    Max_player_count
end
```

Listing 4: Class *DIE*

```
class
  DIE

create
  roll

feature -- Access

  Face_count: INTEGER = 6
  -- Number of faces.

  face_value: INTEGER
  -- Latest value.

feature -- Basic operations

  roll
  -- Roll die.
```



```
do
  random.forth
  face_value := random.bounded_item (1, Face_count)
end

feature {NONE} -- Implementation

random: V_RANDOM
  -- Random sequence.
once
  create Result
end

invariant
  face_value_valid: face_value >= 1 and face_value <= Face_count
end
```

Listing 5: Class *PLAYER*

```
class
  PLAYER

create
  make

feature {NONE} -- Initialization

  make (n: STRING)
    -- Create a player with name 'n'.
  require
    name_exists: n /= Void and then not n.is_empty
  do
    name := n.twin
  ensure
    name_set: name ~ n
  end

feature -- Access

  name: STRING
    -- Player name.

  position: INTEGER
    -- Current position on the board.

feature -- Moving

  set_position (pos: INTEGER)
    -- Set position to 'pos'.
  do
    position := pos
  ensure
    position_set: position = pos
```

```
end

feature -- Basic operations

  play (d1, d2: DIE)
    -- Play a turn with dice 'd1', 'd2'.
    require
      dice_exist: d1 /= Void and d2 /= Void
    do
      d1.roll
      d2.roll
      set_position (position + d1.face_value + d2.face_value)
      print (name + " rolled " + d1.face_value.out + " and " + d2.face_value.out + ".
        Moves to " + position.out + ".%N")
    end

invariant
  name_exists: name /= Void and then not name.is_empty
end
```

Listing 6: Class *APPLICATION*

```
class
  APPLICATION

create
  make

feature

  make
    -- Launch the application.
    local
      count : INTEGER
      game: GAME
    do
      from
        count := {GAME}.Min_player_count - 1
      until
        {GAME}.Min_player_count <= count and count <= {GAME}.Max_player_count
      loop
        print ("Enter number of players between " + {GAME}.Min_player_count.out +
          " and " + {GAME}.Max_player_count.out + ": ")
        io.read_integer
        count := io.last_integer
      end

      create game.make (count)
      game.play
      print ("%NAnd the winner is: " + game.winner.name)
      print ("%N*** Game Over ***")
    end

end
```