CS61B Lab #11

Getting Started: An Exercise in Using a Library

First, set up your project 3 working directory. Look over section 4
of the project 3 specification, which describes the format of the
command line with which you start your Lines of Action game. Also
take a look at the files Main.java, Game.java, and Reporter.java.
Finally, look at our online documentation for ucb.util.CommandArgs
(see the Tool Documentation->UCB Package Documentation links from the
class home page).

At this point, you should have enough information to complete
Main.java fairly quickly. All that Main.main needs to do (at least
with the skeleton as it stands) is to interpret the command-line
arguments, create an appropriate Game, and call its play() method.
For now, put a debugging statement into Game.play that will print the
Game's parameters (as set by Main) when the debugging level is non-
zero.

Timing

Project 3 calls for putting a time limit on moves. For now let's just
just do a finger exercise that might suggest how to do it for real.
Take a look at the Stopwatch or Ticker class in the UCB Package
Documentation. Then see if you can fill in the TimeLimits.java class
in this directory so that it prints an appropriate message ("Player 1
ran out of time.") and exits when one side or the other runs out of
time. [NOTE: your actual game program should NOT exit immediately,
but wait for a 'q' command or end of input.]

What to Submit

For this lab, submit TimeLimits.java, plus a copy of Main.java and
Game.java (in your lab11 directory).