**	Technical University of MunichWS 2019/20Chair for Logic and Verification20.12.2019Prof. Tobias Nipkow, Ph.D.Deadline: 13.1.2020, 23:59Räctle, L: Stevens, K. Kappelmann; MC: M. Ebert:1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	***													
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{^}	Functional Programming and Verification Sheet 10	{``}													
\$	Homework														
۲ <u>۰</u> ۲	You need to collect 4 out of 5 Christmas stars (\star) to pass this sheet.	<i>{</i> }													
5	Exercise H10.1 So This Is Christmas $[1-3: \star, 4+5: \star, 6: \star\star, 7: \star]$														
{^7}	The Übungsleitung is drinking mulled wine, it is snowing on the submission system, in other words: it is Christmas. And just like every Christmas, the MC Jr is having a Christmas board														
5	game evening with his family. However, he got terribly <i>board</i> of playing "Settlers of Catan" and "Malefiz" every year and hence decided to introduce his lucky family to a new game this year:														
	Domineering. Domineering is a two person game played on an $n \times n$ -board. The players have a collection	< <u>`</u> }													
۲ <u>۰</u> ۲	of dominoes which they place on the grid in turn, covering up squares. One player places tiles vertically, while the other places them horizontally. Of course, one is not allowed to stack dominoes. The first player who cannot place another domino logges the range														
5	So, "why is he telling me all that?" you are asking? Well, the MC Jr has an ingenious plan that will make him the Christmas board game night champion of 2019, but he needs your help! He convinced his family that playing board games the traditional way is "uncool". Instead, the														
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{}}	Christmas board game night of this year will be held on the MC Jr's new Linux-powered laptop running Haskell. What his family does not know is that the MC Jr will have some help of a very special Domineering-AI written by you														
\$	To make this plan come reality, the MC Jr started writing a Domineering framework. However,														
{^}	just like every year, he forgot to buy Christmas presents on time and hence has to organise them auf den letzten Drücker. As a Christmas present to you, he copied his code to the template file so that you do not have to start from scratch. 1. Write a function prettyShowBoard :: Board -> String that creates a pretty string of														
5	a given board as exemplified by the following:														
۲^ <u>۲</u>	prettyShowBoard [] = "" prettyShowBoard [[P H, P H],[E, E]] = "HH\n++\n" prettyShowBoard [[P V E] [P V E]] = "V+\nV+\n"														
{\$}	<pre>prettyShowBoard [[E,P H,P H],[P V,E,E],[P V,E,E]]</pre>														
	Note: You can then use putStr \$ prettyShowBoard b to print a board b in ghci.														
	2. As a convention, we encode moves using a position (r, c) in the following way:	\$													
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		• I c	f the l overed	norizo: I.	ntal p	layer o	choose	es (r, c)), the	n pos	itions	(r,c) a	and (r	r, c + 1	l) shou	uld be	\$
		• I	f the v	ertical	playe	r choo	ses $(r,$	c), the	${ m en}\ { m pos}$	itions	(r,c) a	and $(r \cdot$	+1, c)	should	l be co	vered.	{}}
		Write encod cover	a func ed by anv al	tion i the pore ready	sVali osition occup	dMove and ied sp	:: C curren aces.	ame - nt play	-> Pos yer) is	s -> 1 valid	Bool tl . In p	hat ch articu	ecks w lar, tł	vhethe ne mo	r a mo ve mu	ove (as st not	{}
	3.	Write play a	a fund nother	ction of move	canMov e.	/e ::	Game	-> B	ool tł	nat ch	ecks w	hethe	r the o	curren	t play	er can	
	4.	Write	a fune	ction ı	update	eBoard	1 :: I	Board	-> P	os ->	• Fiel	d ->	Board	that	updat	es the	{_}}
		board receiv	at the es only	e giver v valid	n posit posit	ion wi	ith th	e give	n field	value	e. You	can a	ssume	that	the fu	nction	$\langle \rangle$
	5.	Write the po	a fund osition	etion p and c	olayMo urrent	pve :: playe	: Game r) and	ə -> i l retur	Pos - ms the	> Gam e upda	e that ated ga	plays ame. Y	a mo Tou ca	ve (as n assu	encod ime th	led by at the	{}
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		victor but st	sure y y! But ill clai	bewa m vict	rategy re: th tory if	e MC	Jr's f	or be amily gy tak	is real is lon	lly im ly im	patient nan one	t and e seco	will si nd per	mply a move	stop p e. Mor	laying reover,	\$
		for the	e comp	oetitio	n, you	will a	also ha	ave to	comp	ete ag	ainst y	our fe	ellow s	studen	ts.		{}
		All su autom	bmissi aticali tod gi	ons pa ly be s fs) wil	assing simula Il bo f	the ex ted in	xercise regula	e and ar inte	contai rvals ¹	ining . The	the {- most r	WETT- recent	}{ result	-TTEW s (incl	I-} tag uding that y	gs will fancy, will bo	
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		Learn	ing tee uol th	nniqu o MC	es, or	come	up wi	tn you ratofi	lr own	nome	e-brew	ed net	instics	s.	rda foi	r vour	{\^ {\^
		strate	gy. If	you h	ave is	sues n	naking	your	strate	egy w	ork on	the s	ubmis	$\sin s$ sion s	erver,	e.g. if	مر
		you w Piazza	ant to a.	subm	it a (l	arge)	mode	l for y	our m	achin	e learn	ing ap	pproac	ch, let	us kn	ow on	نۍک ۍ^ر
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