CS 61B Lab 9
March 15-17, 2000

Show your TA or lab assistant your progress on Project 2. You may use the rest of the lab to work on your project. When your TA is finished with check-offs, you may use this as an opportunity to ask the TA or lab assistant any questions you have about the project.

If you wish to continue working when your lab time ends, please move to 275 Soda (unless yours is the last lab of the day).

Check-off
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4 points: Demonstrate your MachinePlayer playing against a random player ("java Network machines"). Your MachinePlayer should be able to select six consecutive legal moves.

OR

4 points: If your MachinePlayer isn't choosing legal moves yet, show the TA or lab assistant the complete documentation of the modules and interfaces for your MachinePlayer. It should be relatively complete.

If you haven't progressed far enough for a full check-off, show the TA the code you have written so far for partial credit. If you've written a substantial amount of code, you'll receive 2 points.