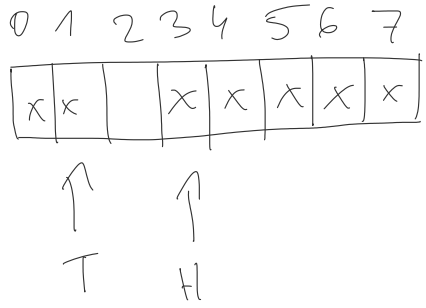
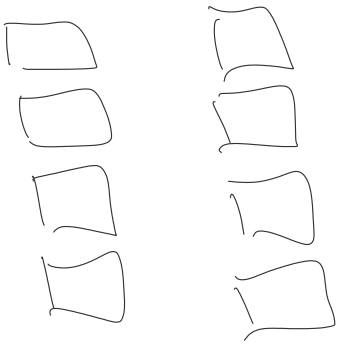
úterý 24. ledna 2023 21:02



3 == 2%7



HW5

find middle

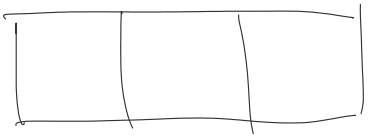
print node

print left

print middle
PL
PR

print right

print middle
PL
PR



setRoot:

if numNodes is even:
rootIdx = (numNodes/2)+1

else (numNodes odd)
rootIdx = (numNodes+1)/2

PSIA: $(x^2+1)(x+1) = x^3+x^2+x+1 \rightarrow 1111$

$(x^2+1) : (x+1) =$

$M(x)$, $E(x)$, $E(x) = x^h \cdot g(x)$

Semestrálka draft 1

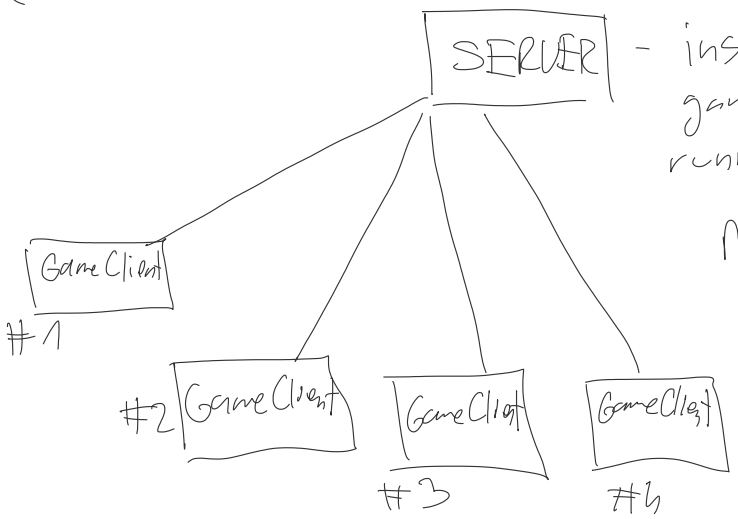
pondělí 6. března 2023 16:45

Board game.

Catan with custom graphics/items.
steampunk / high-tech.

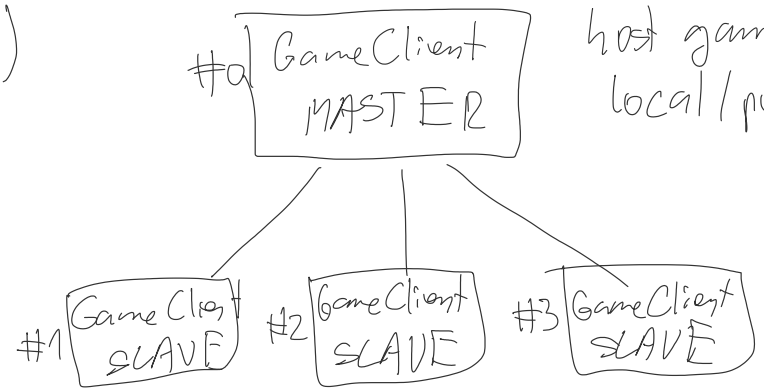
(0) Communication:

(i) remote server with game clients:



- instance of game server running 24/7 on Oracle VPS on port 1313

(ii)



host game server on local/public network

implementation shall be pretty much same as the one in (i)

(1) Ways of saving game states:

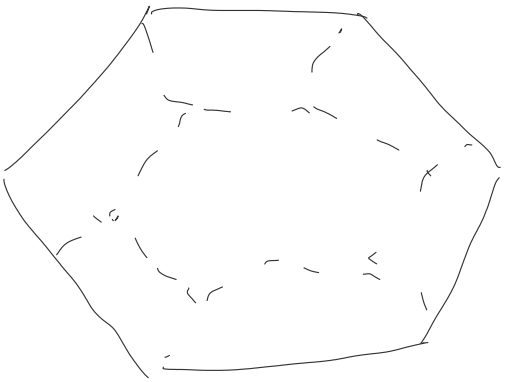
(i) real-time - complicated, dunno how

(ii) saving data after each move into database / gamestate file

{ board: {
tiles: [...]
}
}

Proof of concept :

Board :



na začátku zamíchání (podle pravidel)

Class Board
class Hex
properties
resource type
player buildings
number
bool robber Present

class Player
class Inventory
class Cards
class Buildings
class Score
class GUI

Class Game

gameId

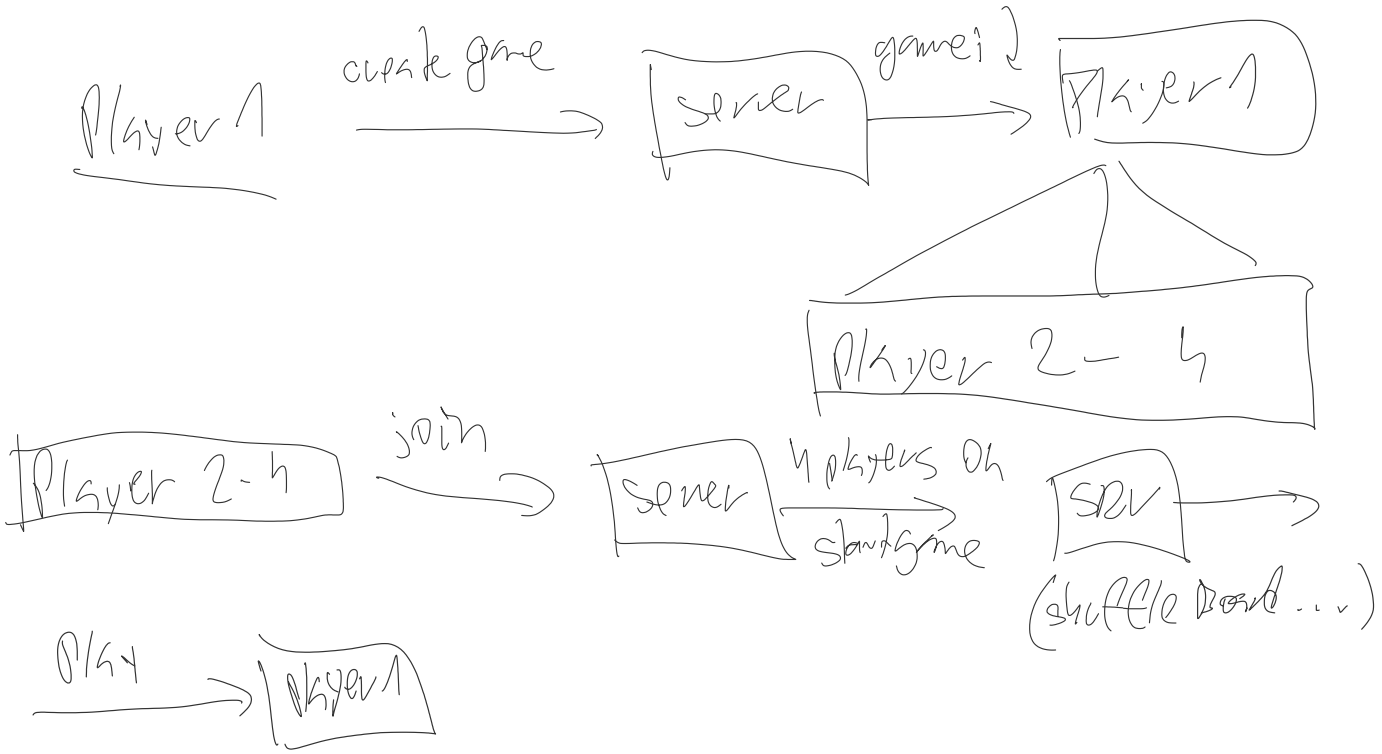
Board

Player[] players

server

Class Server

class Game

gameuuid.sav

Protokol (Server)