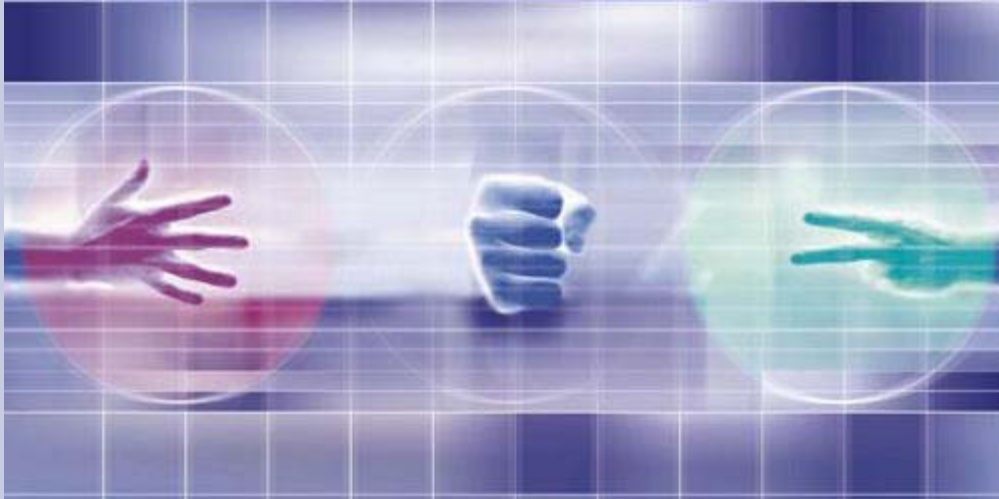




HW4. The game of “묵찌빠”

❖ Do you remember “묵찌빠”?



❖ Homework 4 is made of three sub-homeworks

- 4-1. A report about strategies to win
- 4-2. A Prolog program that defeats another computer player
- 4-3. A Prolog program with GUI that defeats a human player





HW4-1. The game of “묵찌빠” - Report

- ❖ After 100 games of “묵찌빠” with your adversary, you should extract her playing pattern and establish your strategy to win. How will you do this? Write a report about this.
- ❖ **Until 5/8 3:30pm**