CS 4300: Artificial Intelligence

Assignment: Clone Repositories

Description

For the programming assignments, you will need to clone two git repositories. One contains the development header files, libraries, and executables you will need to create your agent programs and run virtual environments. The other contains the starter source code and build environment to build your agents.

Requirements

- Create an account in [github](https://github).
- Email the instructor that you have logged into github, and provide your github account name.
- Wait for the instructor to add you to the two repositories. You should receive email notification via your github configuration.
- Clone the [cs4300-code-ai](https://github.com/dsu-cit/cs4300-code-ai) and [cs4300-code-ai-agents](https://github.com/dsu-cit/cs4300-code-ai-agents) repositories into your development environment previously created. These repositories should reside side-by-side in the same directory.

```
mkdir aicode
    cd aicode
    git clone git@github.com:dsu-cit/cs4300-code-ai.git
    git clone git@github.com:dsu-cit/cs4300-code-ai-agents.git
```

- Build the default agents code.

```
cd cs4300-code-ai-agents/build/linux
make configure
make
```

You may have to run make a couple of times. Read the output to be sure there are no errors. Report errors to the instructor.

- Run the TicTacToe environment to verify build.

```
cd cs4300-code-ai/bin/00bin-o
./RUN_TicTacToe
```

If everything works, you should watch a pair of agents play two games of tic-tac-toe. It will flash by rather quickly. The results of the games are stored in `server.log`.

Note: If you want to run without the graphical display, you can edit the `RUN_TicTacToe` and make the following changes

1- Add a `--displays 0` to the `TicTacToeServer` command.

2- Comment out the `TicTacToeDisplay` command.

Passoff

- Submit the `server.log` file to the [CIT Submission System](https://www.cs.dsu.edu//submit/) linked at the top of the page.