Eger, Hungary, January 27–30, 2010.

Object-oriented approach of search algorithms for two-player games

Márk Kósa, János Pánovics

University of Debrecen
Faculty of Informatics
kosa.mark@inf.unideb.hu
panovics.janos@inf.unideb.hu

Abstract

The theory of two-player strategic games is a part of the introductory course of Artificial Intelligence at the University of Debrecen. During the seminars, we demonstrate to the students the minimax and negamax algorithms with or without alpha-beta pruning.

In this paper, we present a possible object-oriented approach to implement these algorithms. It is about a Java class hierarchy which makes it easier to understand the operation of the algorithms described at the lectures of this subject, and helps our students prepare for their exams.