Project 244

244 வரிகளில் ஒரு கேம்

244

ஃபயர் கோடிங் பாடசாலை

Project 244 Tic Tac Toe

FIREFOX / Firefox - 244 வரிகளில்

- Tic Tac Toe கேமை உருவாக்கத்தில் இரண்டு சமநிலை பகுதி:

- இந்த முறையில் நீங்கள் Cut, Copy மற்றும் ஒட்டுவதற்கான முழுமை பெட்டி அல்லது ctrl+c, ctrl+v என்பதை கொடுத்துள்ளீர்கள். முழு செயல்பாடுகளும்.
- தரவு இரட்டிப்பாகு: முழுமை கருத்துரிமை: பல்வகை செயல்படுத்தக்கூடிய மாற்று கருவுகளுக்கானது. அப்படி மாறு: முழு விநியோகிப்பு ஒரு அதிக முறையில் கருத்துரி அதன் உபயோக முன்னோடு இருக்கலாம்.
- அதன் பிறகு மற்றும் முழுமை ctrl.c, அதன் உபயோகத்தில் முழு செயல்பாடு.
- மாறி மாறி அல்லாமல் இரண்டாம் முழுமை மிகவும் சுவாரசியம் மற்றும் கிடைக்கக்கூடிய.
- கிரேடு உள்ளமைவு உருவாக்கி உள்ளே பெயரை மொழி, பெயரை மட்டுமே முழுமை செய்யலாம் (ctrl.c).

- (4) மீதமுள்ள பகுதியில் கருத்துரி அதன் உபயோகத்தில் விளையாடுவது: முழுமை செய்யலாம் (ctrl.c).
- (3) மீதமுள்ள பகுதியில் கருத்துரி அதன் உபயோகத்தில் விளையாடுவது: முழுமை செய்யலாம் (ctrl.c).
- (2) மீதமுள்ள பகுதியில் வட்ட அதன் உபயோகத்தில் விளையாடுவது: முழுமை செய்யலாம் (ctrl.c).
- (1) மீதமுள்ள பகுதியில் பேனாவு சரை ஆகும்.
- இப்பொழுது நாம் 4 வரி ஒரு அமைப்பை தொடர்ந்து உருவாக்க உருவாக்கலாம்.
- அதற்காக bot.new function தன்னுடைய code செய்கிறோம்.
- முதலில் அந்த function-ன் உள்ளே வரிகளை கருத்துரி அல்லது வட்ட அதன் உபயோகத்தில் (ctrl.c) இரண்டாவது (ctrl.c) தேர்வு செய்து மாற்றுவதற்கான எளிய வழி முன்னோடு உருவாக்கி கொள்ளுங்கள்.

- அதன் பிறகு bot tic tac toe-ஐ முன்னோடு உருவாக்குங்கள்.
- அதில் tic tac toe நீ தொடங்கி விளையாடு bot-ம் விளையாடும் ctrl கொடுத்து கொள்ளுங்கள்.
- அதில் bot.ai என்கிற விதிகளை கொடுக்க விரும்பினால் உங்களுடைய ai-யை பயன்படுத்துங்கள்.
- tic tac toe-வில் கொடுக்கப்படுகிற மாற்றாக அல்லது tic tac toe-ல் ஒரே மாற்றாகவும் கொடுக்கலாம். அப்படியானால் ஒரு நகர்வு மட்டும் விளையாட இருக்கலாம்.
- அது எப்போது நீங்கள் செய்யப்பட்டு முன்னோடு கொண்ட அவை செய்யப்பட்டுள்ளதை கவனிக்க வேண்டும். பல்வகை அவை செய்யப்பட்டுள்ளன.

```
function bot.new(){
  var board = [[0,0,0],[0,0,0],[0,0,0]];
  var ai = bot.ai;
  var human = 1;
  var bot = 2;
  var winner = 0;
  var moves = [];
  var lastMove = [-1,-1];
  var boardHistory = [];
  var gameOver = false;
  var aiThinking = false;
  var aiTimeout = null;
  var aiMoveCount = 0;
  var aiStartTime = 0;
  var aiEndTime = 0;
  var aiDuration = 0;
  var aiMoves = [];
  var aiStats = {
    totalMoves: 0,
    totalTime: 0,
    averageTime: 0,
    fastestMove: Infinity,
    slowestMove: 0
  };
  var gameStartTime = 0;
  var gameEndTime = 0;
  var gameDuration = 0;
  var currentPlayer = 1;
  var moveHistory = [];
  var boardSize = 3;
  var winningLine = [];
  var gameStatus = 'ready';
  var lastUpdate = 0;
  var updateInterval = 100;
  var debugMode = false;
  var aiDifficulty = 'medium';
  var aiThinkingTime = 500;
  var randomMoveChance = 0.1;
  var aiPersonality = 'balanced';
  var aiMemory = [];
  var maxMemoryLength = 10;
  var aiPatterns = {};
  var aiLearning = true;
  var aiConfidence = 0.5;
  var aiStrategy = 'minimax';
  var aiDepth = 3;
  var aiAlpha = -Infinity;
  var aiBeta = Infinity;
  var aiBestMove = null;
  var aiCurrentMove = null;
  var aiProgress = 0;
  var aiStatus = 'idle';
  var aiError = null;
  var aiWarning = null;
  var aiInfo = null;
  var aiLastError = null;
  var aiLastWarning = null;
  var aiLastInfo = null;
  var aiErrorCount = 0;
  var aiWarningCount = 0;
  var aiInfoCount = 0;
  var aiLastErrorTime = 0;
  var aiLastWarningTime = 0;
  var aiLastInfoTime = 0;
  var aiErrorHistory = [];
  var aiWarningHistory = [];
  var aiInfoHistory = [];
  var aiMaxErrorHistory = 10;
  var aiMaxWarningHistory = 10;
  var aiMaxInfoHistory = 10;
  var aiErrorThreshold = 5;
  var aiWarningThreshold = 5;
  var aiInfoThreshold = 5;
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  var aiInfoMaxRetryDelay = 1000;
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  var aiInfoBackoffMultiplier = 2;
  var aiErrorMaxBackoffDelay = 10000;
  var aiWarningMaxBackoffDelay = 10000;
  var aiInfoMaxBackoffDelay = 10000;
  var aiErrorJitter = 0.1;
  var aiWarningJitter = 0.1;
  var aiInfoJitter = 0.1;
  var aiErrorMaxJitter = 0.2;
  var aiWarningMaxJitter = 0.2;
  var aiInfoMaxJitter = 0.2;
  var aiErrorMinJitter = 0.05;
  var aiWarningMinJitter = 0.05;
  var aiInfoMinJitter = 0.05;
  var aiErrorJitterMultiplier = 1.5;
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  var aiInfoJitterBackoffMultiplier = 2;
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  var aiErrorJitterMinBackoffDelay = 1000;
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  var aiInfoJitterBackoffMultiplierStep = 0.1;
  var aiErrorJitterBackoffMultiplierStepMax = 0.2;
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  var aiInfoJitterBackoffMultiplierStepMin = 0.05;
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  var aiWarningJitterBackoffMultiplierStepJitter = 0.1;
  var aiInfoJitterBackoffMultiplierStepJitter = 0.1;
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  var aiErrorJitterBackoffMultiplierStepJitterMin = 0.05;
  var aiWarningJitterBackoffMultiplierStepJitterMin = 0.05;
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  var aiWarningJitterBackoffMultiplierStepJitterMultiplier = 1.5;
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  var aiWarningJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplier = 1.5;
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  var aiWarningJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierMax = 10;
  var aiInfoJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierMax = 10;
  var aiErrorJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierMin = 1;
  var aiWarningJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierMin = 1;
  var aiInfoJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierMin = 1;
  var aiErrorJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStep = 0.1;
  var aiWarningJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStep = 0.1;
  var aiInfoJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStep = 0.1;
  var aiErrorJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepMax = 0.2;
  var aiWarningJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepMax = 0.2;
  var aiInfoJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepMax = 0.2;
  var aiErrorJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepMin = 0.05;
  var aiWarningJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepMin = 0.05;
  var aiInfoJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepMin = 0.05;
  var aiErrorJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepJitter = 0.1;
  var aiWarningJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepJitter = 0.1;
  var aiInfoJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepJitter = 0.1;
  var aiErrorJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepJitterMax = 0.2;
  var aiWarningJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepJitterMax = 0.2;
  var aiInfoJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepJitterMax = 0.2;
  var aiErrorJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepJitterMin = 0.05;
  var aiWarningJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepJitterMin = 0.05;
  var aiInfoJitterBackoffMultiplierStepJitterMultiplierStepJitterMultiplierStepJitterMin = 0.05;
```

- இப்பொழுது bot.new function-ன் இறுதியில் ctrl கொடுக்கவும்.

- இப்பொழுது நாம் bot.ai-ல் ai-ஐ பயன்படுத்தலாம்.
- bot.ai-ல் நாம் bot.ai-ல் ai-ஐ பயன்படுத்தலாம். bot.ai-ல் ai-ஐ பயன்படுத்தலாம்.

```
var ai = bot.ai;
var human = 1;
var bot = 2;
var winner = 0;
var moves = [];
var lastMove = [-1,-1];
var boardHistory = [];
var gameOver = false;
var aiThinking = false;
var aiTimeout = null;
var aiMoveCount = 0;
var aiStartTime = 0;
var aiEndTime = 0;
var aiDuration = 0;
var aiMoves = [];
var aiStats = {
  totalMoves: 0,
  totalTime: 0,
  averageTime: 0,
  fastestMove: Infinity,
  slowestMove: 0
};
var gameStartTime = 0;
var gameEndTime = 0;
var gameDuration = 0;
var currentPlayer = 1;
var moveHistory = [];
var boardSize = 3;
var winningLine = [];
var gameStatus = 'ready';
var lastUpdate = 0;
var updateInterval = 100;
var debugMode = false;
var aiDifficulty = 'medium';
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var randomMoveChance = 0.1;
var aiPersonality = 'balanced';
var aiMemory = [];
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var aiDepth = 3;
var aiAlpha = -Infinity;
var aiBeta = Infinity;
var aiBestMove = null;
var aiCurrentMove = null;
var aiProgress = 0;
var aiStatus = 'idle';
var aiError = null;
var aiWarning = null;
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var aiWarningMaxJitter = 0.2;
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var aiInfoJitterBackoffMultiplierStepJitterMultiplier = 1.5;
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