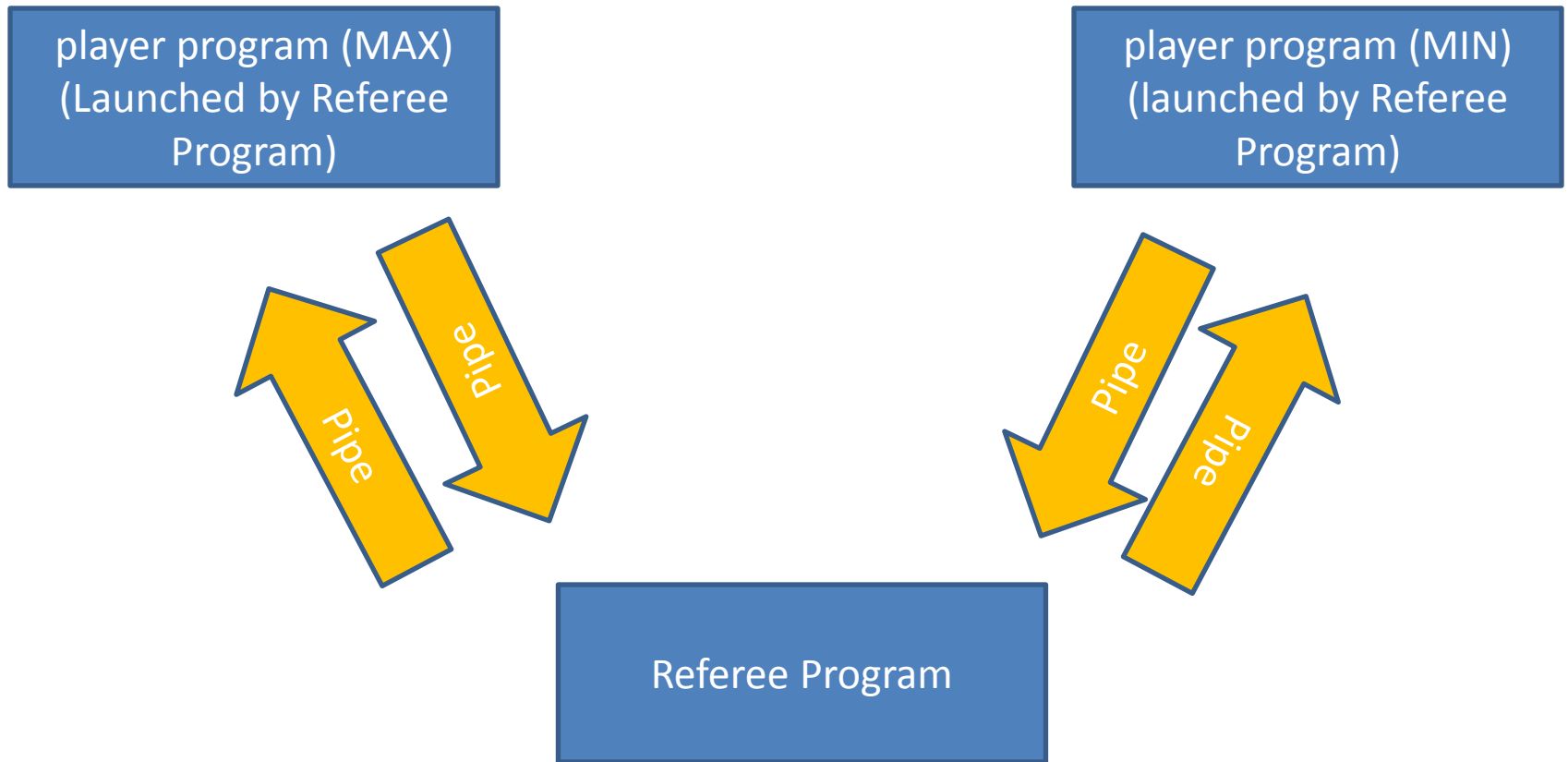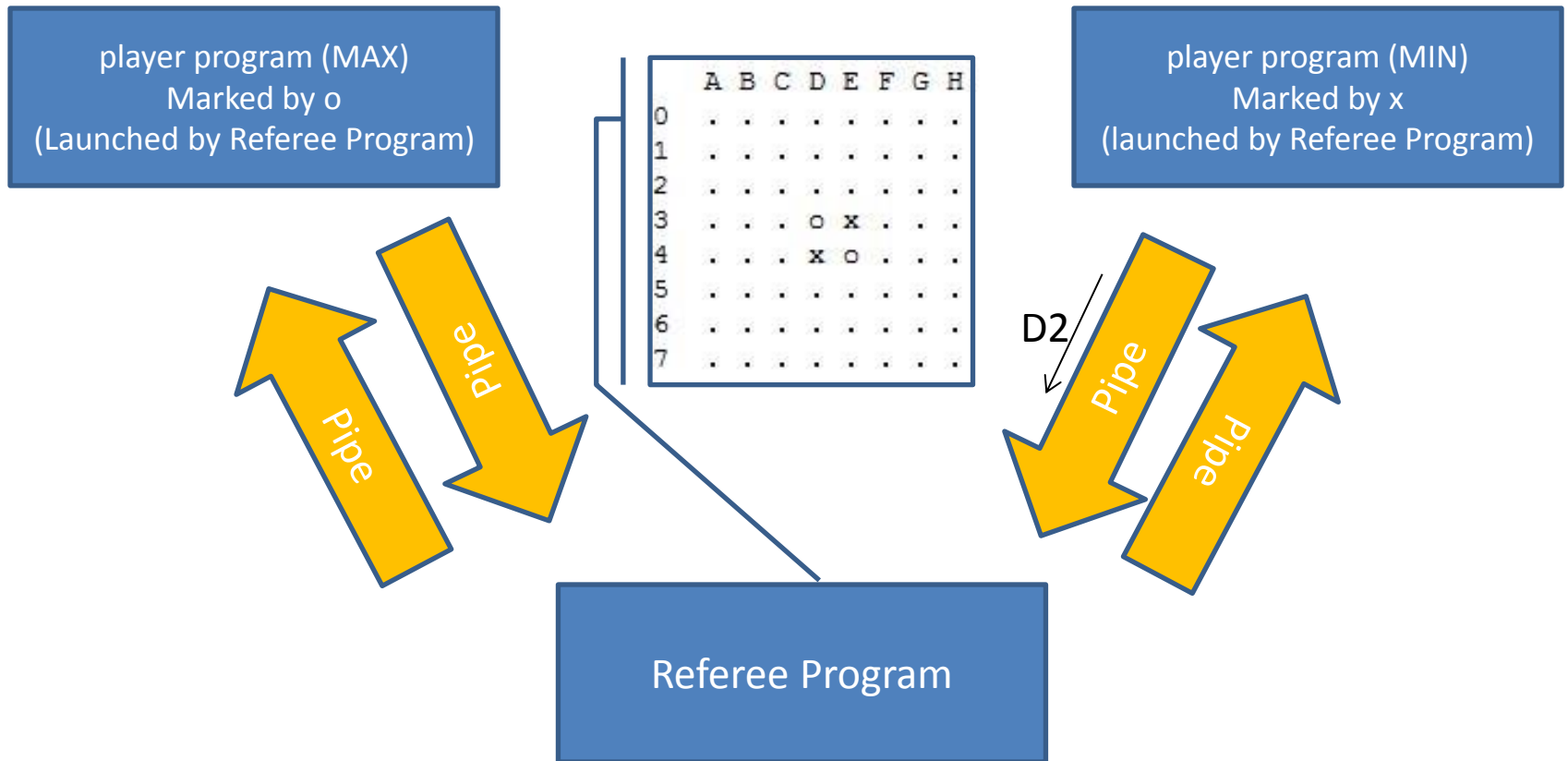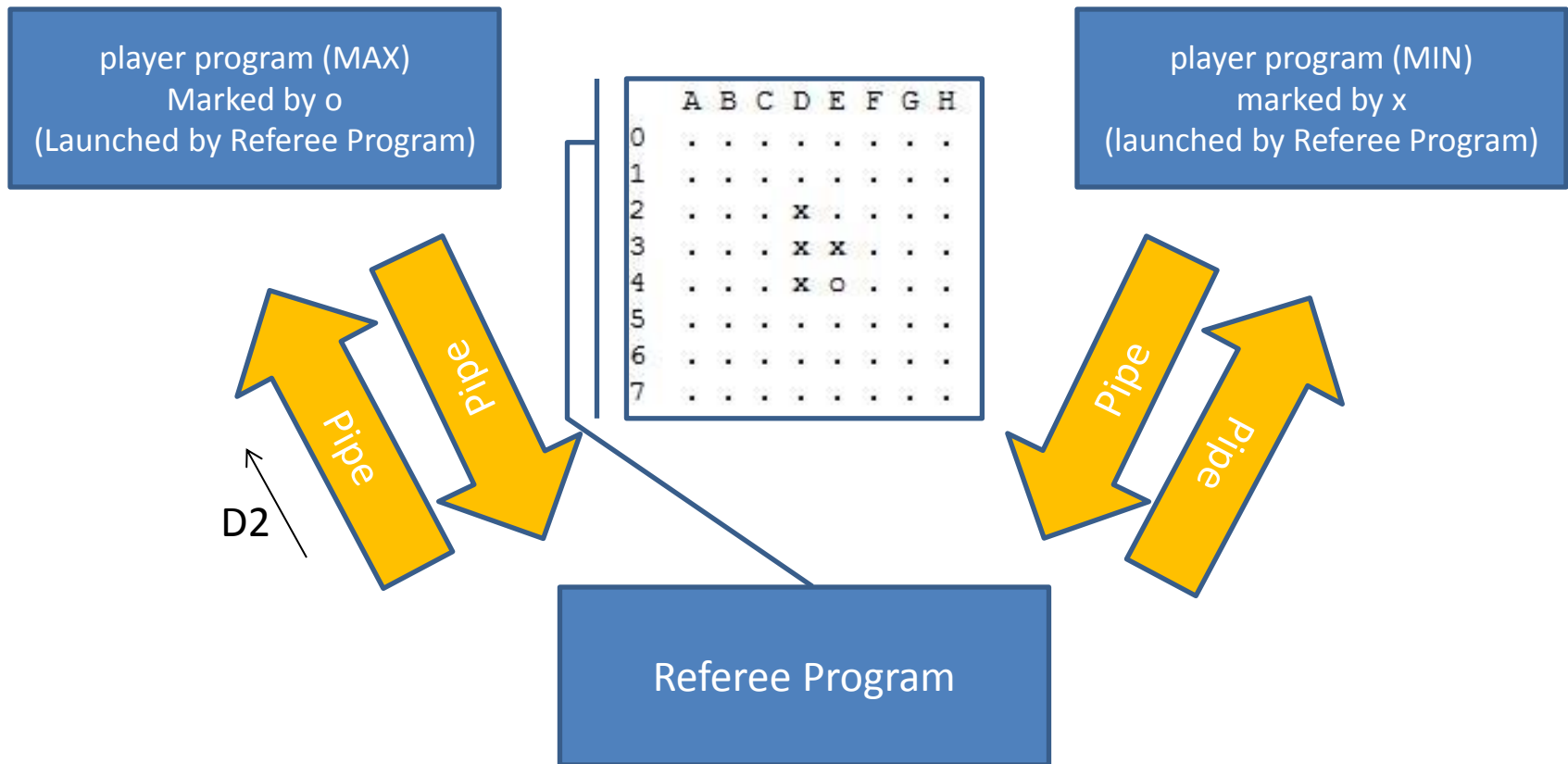# Othello Referee
High level animation

Established inter process communication

First move sent: D2

Referee Processes First move (D2) and sends it to the other player (if legal move)

player program (MAX)
Marked by o
(Launched by Referee Program)

player program (MIN)
marked by x
(launched by Referee Program)

```
   A B C D E F G H
0  . . . . . . . .
1  . . . . . . . .
2  . . . x . . . .
3  . . . x x . . .
4  . . . x o . . .
5  . . . . . . . .
6  . . . . . . . .
7  . . . . . . . .
```

Pipe

Pipe

D2

Pipe

Pipe

Referee Program

Referee decides who should provide the next move according to Othello game rules(*)

player program (MAX)
Marked by o
(Launched by Referee Program)

```
   A B C D E F G H
0  . . . . . . . .
1  . . . . . . . .
2  . . . . x . . .
3  . . . . x x . .
4  . . . . x o . .
5  . . . . . . . .
6  . . . . . . . .
7  . . . . . . . .
```

player program (MIN)
marked by x
(launched by Referee Program)

Pipe

Pipe

Pipe

Pipe

Referee Program

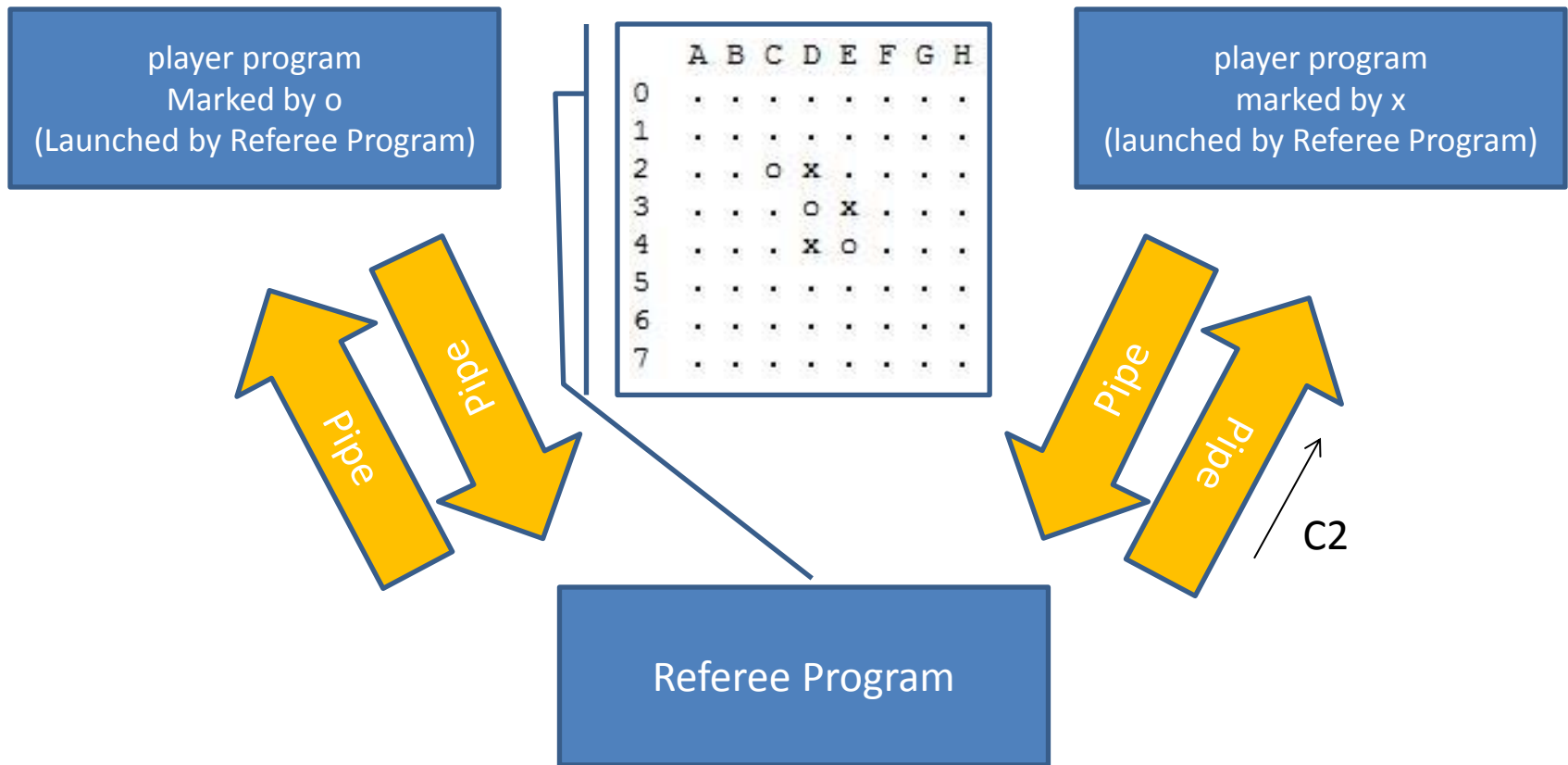The MAX player will provide the next move
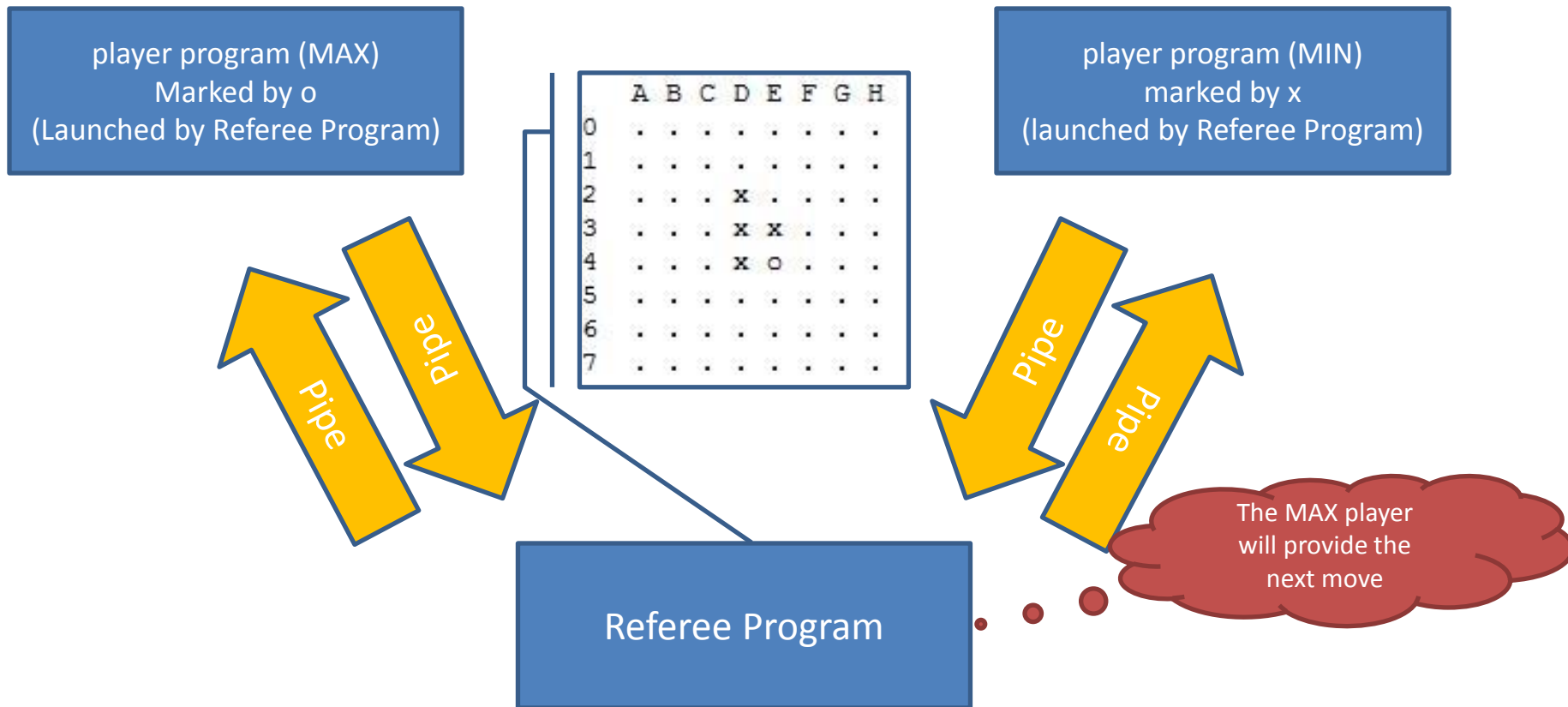
*: for instance, if the MIN player has just played,
if the MAX player does not have a valid move but the MIN player does, the MIN player takes control of the next move.

MAX Player sends move C2

player program
Marked by o
(Launched by Referee Program)

player program
marked by x
(launched by Referee Program)

```
   A B C D E F G H
0  . . . . . . . .
1  . . . . . . . .
2  . . . . x . . . .
3  . . . . x x . . .
4  . . . . x o . . .
5  . . . . . . . .
6  . . . . . . . .
7  . . . . . . . .
```

C2

Pipe

Pipe

Pipe

Pipe
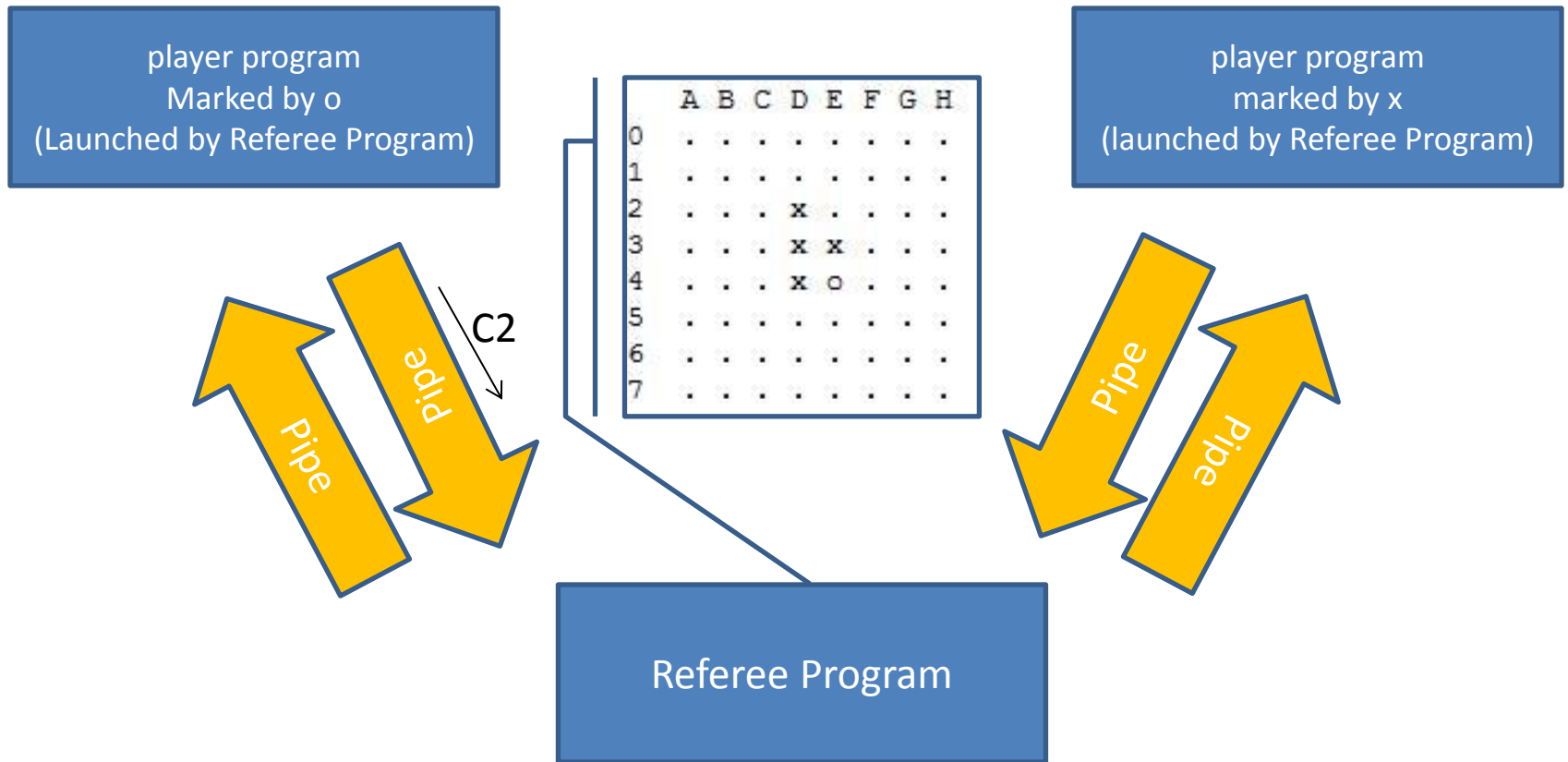
Referee Program

Referee Processes Second move (C2) and sends it to the other player (if legal move)

e.t.c