

Yulia Lishko

On the first screenshot we can see game between the best and the worse players from first generation.

D:\labs\lab8_ciit\ciit8\Debug\ciit8.exe

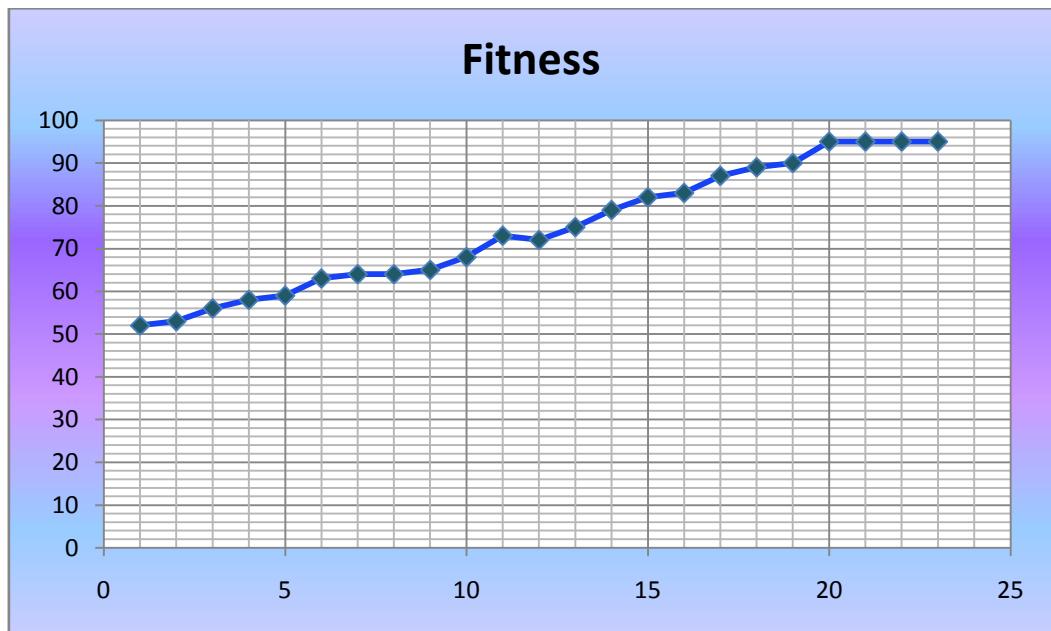
A:
00011011
00010111
01000001
10110001
01010001
00001101
11101010
00110100
B:
00010101
00010001
00000001
10101001
00000001
00001101
10101000
10100000

	Player1	:	Player2
1	0		0
2	1		0
3	1		1
4	1		0
5	1		0
6	0		1
7	0		1
8	1		1
9	0		0
10	1		0
11	1		1
12	1		0
13	1		0
14	0		1
15	0		1
16	1		1
17	0		0
18	1		0
19	1		1
20	1		0

Score: 54 | 34

And this is our fitness, which shows us, how the best score changed over the generations.

Graph has some jumps because the value is selected depending on the number of positions that we get by converting a binary number to decimal.



And also 5 games between the best player and 5 random players.

```

D:\labs\lab8_ciit\ciit8\Debug\c...
A:
10111011
10110111
11110111
10110101
01110111
00011101
11101001
01110101
B:
01111000
10110001
00101111
11100101
10011000
11111001
10001101
10111011
Player1:Player2
1 | 1 | 1 | 1 | 1
2 | 1 | 0 | 1 | 1
3 | 0 | 1 | 0 | 1
4 | 1 | 0 | 0 | 1
5 | 0 | 0 | 0 | 1
6 | 1 | 0 | 0 | 1
7 | 1 | 1 | 0 | 1
8 | 1 | 1 | 1 | 1
9 | 1 | 1 | 1 | 1
10 | 1 | 0 | 1 | 1
11 | 0 | 1 | 1 | 1
12 | 1 | 0 | 0 | 1
13 | 0 | 0 | 0 | 1
14 | 1 | 0 | 0 | 1
15 | 1 | 1 | 0 | 1
16 | 1 | 1 | 1 | 1
17 | 1 | 0 | 1 | 1
18 | 1 | 0 | 0 | 1
19 | 0 | 1 | 1 | 1
20 | 1 | 0 | 0 | 1
Score: 53 | 28

```

```

D:\labs\lab8_ciit\ciit8\Debug\c...
A:
10111011
10110111
11110111
10110101
01110111
00011101
11101001
01110101
B:
11011110
11100001
01011011
00000110
00010001
11110110
01101000
10100000
Player1:Player2
1 | 1 | 1 | 1 | 1
2 | 0 | 0 | 0 | 1
3 | 0 | 0 | 1 | 1
4 | 1 | 0 | 0 | 1
5 | 1 | 1 | 0 | 1
6 | 0 | 0 | 1 | 1
7 | 1 | 0 | 0 | 1
8 | 0 | 1 | 0 | 1
9 | 1 | 0 | 0 | 1
10 | 0 | 0 | 0 | 1
11 | 1 | 0 | 0 | 1
12 | 1 | 1 | 0 | 1
13 | 1 | 1 | 1 | 1
14 | 1 | 0 | 0 | 1
15 | 0 | 0 | 1 | 1
16 | 1 | 1 | 0 | 1
17 | 0 | 0 | 0 | 1
18 | 1 | 1 | 0 | 1
19 | 1 | 1 | 1 | 1
20 | 1 | 1 | 1 | 1
Score: 50 | 35

```

D:\labs\lab8_ciit\ciit8\De...

```
A:  
10111011  
10110111  
11110111  
10110101  
01110111  
00011101  
11101001  
01110101  
B:  
11101100  
11010001  
01000000  
10000110  
00010011  
10011011  
00010000  
01111101
```

Player1:Player2

1	0	1
2	1	0
3	1	0
4	1	0
5	1	0
6	1	0
7	1	0
8	1	0
9	1	0
10	1	0
11	1	0
12	1	0
13	1	0
14	1	0
15	1	0
16	1	0
17	1	0
18	1	0
19	1	0
20	1	0

Score: 95 | 5

D:\labs\lab8_ciit\ciit8\De...

```
A:  
10111011  
10110111  
11110111  
10110101  
01110111  
00011101  
11101001  
01110101  
B:  
01100011  
00101100  
00001001  
10010111  
10110010  
01000001  
00100111  
00111010
```

Player1:Player2

1	0	0
2	1	1
3	0	0
4	0	0
5	1	1
6	0	0
7	0	0
8	1	1
9	0	0
10	0	0
11	1	1
12	0	0
13	0	0
14	1	1
15	0	0
16	0	0
17	1	1
18	0	0
19	0	0
20	1	1

Score: 46 | 46

D:\labs\lab8_ciit\ciit8\D...

Player1 Player2		
1	0	1
2	1	0
3	0	1
4	1	1
5	1	1
6	0	1
7	1	0
8	0	0
9	1	0
10	1	0
11	0	0
12	1	0
13	1	0
14	0	0
15	1	0
16	1	0
17	0	0
18	1	0
19	1	0
20	0	0
Score: 67 32		