

Homework 5

Due: 7 November 2017

Problem 5.1

Consider the game Connect-Four: played on a grid, each player trying to mark four spaces in a row. (The actual game has a constraint that your token takes the lowest available spot in a column, but you can ignore that if you prefer.) What would be an appropriate heuristic for use in a minimax algorithm for that game? Discuss the strengths (and weaknesses, if any) of your heuristic.

Problem 5.2

Give appropriate schemas for relational databases matching the following descriptions:

- Products stocked by a store, including location in store and price
- Students who have taken the SAT, along with all their scores (note: what happens with students who have taken it multiple times?)
- Patients in a hospital, with information about their doctors and tests that have been performed. (Hint: multiple tables might help here too.)

Collaboration policy: group work! If you work with other people on this homework, you can just hand in one copy and put all your names on top. There will be a revision cycle for this.