

Northern Michigan University (Marquette Co, MI)

CS 556-01-24W: Functional Programming

Program 2

Due: Monday 11 March 2024 11:00 A.M. EDT

Create a folder called “PG2” in the top level of your CS556-01-24W folder. Place all files pertaining to this assignment into the top level of your PG2 folder. Place a (possibly empty) file called “DONE” into this folder when you are ready to have your programs graded. The only files you need to turn in are the .lisp files. Please don't turn in any files other than these!!

Using LISP, write an interactive Othello game. It hasn't have to be fancy, and the exact format is up to you. However, players should take turns, using the same console, to make moves. The program should ensure that the moves are valid, and be able to determine when someone wins, loses, or there's a draw.

You can get the rules for Othello here: <https://www.worldothello.org/about/about-othello/othello-rules/official-rules/english> .