1　9 路盤の表示

囲碁をイメージする為に、9 路盤を表示します。

1.1　9 路盤の表示プログラム

```
/*
  ci1.c
  9 路盤の表示
*/
#include <stdio.h>

#define B_SIZE 9
#define WIDTH 11  // B_SIZE + 2

int get_z(int x, int y);

int board[121] = {
  3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3,
  3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3,
  3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3,
  3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3,
  3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3,
  3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3,
  3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3,
  3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3,
  3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3,
  3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3,
  3, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3
};

int main()
{
  int x,y;
  char *str[3] = {"・", "●", "○"};

  printf("       \n  ");
  for(x = 0; x < B_SIZE; x++){
```

```
    printf("%d ", x+1);
  }
  printf("\n");

  for(y = 0; y < B_SIZE; y++){
    printf("%d ", y+1);
    for(x = 0; x < B_SIZE; x++){
      printf("%s", str[board[get_z(x,y)]]);
    }
    printf("\n");
  }

  return 0;

}

int get_z(int x, int y)
{
  return (y + 1) * WIDTH + (x + 1);  //0<= x <= 8, 0<= y <= 8
}
```