

# OnBoarding

[codingame](#), [onboarding](#)

<http://www.codingame.com/>

가 .  
.

STDOUT , .

가 가 .

```
5 threats approaching fast !  
Threats within range:  
HotDroid 60m  
HotDroid 60m  
HotDroid 60m  
HotDroid 60m  
Standard Output Stream:  
HotDroid
```

**Perl** 가 .

\$enemy , \$dist 가 .

[snippet.perl](#)

```
select(STDOUT); $| = 1; # DO NOT REMOVE  
  
# The code below will read all the game information for you.  
# On each game turn, information will be available on the standard  
input, you will be sent:  
# -> the total number of visible enemies  
# -> for each enemy, its name and distance from you  
# The system will wait for you to write an enemy name on the standard
```

```

output.
# Once you have designated a target:
# -> the cannon will shoot
# -> the enemies will move
# -> new info will be available for you to read on the standard input.

# game loop
while (1) {
    chomp($count = <STDIN>); # The number of current enemy ships within
    range
    print STDERR "COUNT:". $count . "\n";
    @enemies = ();

    for(my $i=0; $i<$count; $i++) {
        # enemy: The name of this enemy
        # dist: The distance to your cannon of this enemy
        chomp($tokens=<STDIN>);
        ($enemy, $dist) = split(/ /,$tokens);

        print STDERR "name:". $enemy . "\tdist:". $dist . "\n";

        my $e->{name}=$enemy;
        $e->{dist}=$dist;
        push @enemies,$e;
    }

    $min_e = $enemy;
    $min_d = $dist;
    print STDERR "enemies:". $#enemies . "\n";

    for my $href (@enemies) {
        print STDERR "x:". $href->{name} . "\n";

        $name = $href->{name};
        $dist = $href->{dist};
        if($min_d > $dist){
            $min_d = $dist;
            $min_e = $name;
        }
    }

    print $min_e . "\n";

    # Write an action using print
    # To debug: print STDERR "Debug messages...\n";

    #print "HotDroid\n"; # The name of the most threatening enemy
    (HotDroid is just one example)

```

```
}
```

## Plugin Backlinks:

From:

<https://jace.link/> - **Various Ways**

Permanent link:

<https://jace.link/open/codinggame-onboarding>

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