Announcements, Wed 25 February

- Apply move does not change the state; it returns a *new* state.
- Therefore, no need to ever "undo" a move.
- Be careful: apply move will indavertently change the state if you are not careful about how you create the new state.
    - List2 = List2 creates two references to the same list.
    - You need to make an actual copy, at every level of your list.
    - "Deep copy" can do this for you.
- Read the docstrings of our methods!
    - If you don't follow these, you will fail our autotests.

Announcements, Wed 25 February

- Recursive methods/functions should
  - get everything they need via parameters
  - tell back everything they compute via return value
- Suggest move doesn't have a suitable type contract for the recursion in minimax.
  - Create a helper that does. Call it to do nearly all the work.
- When designing your own helpers, follow the design recipe.
  - Examples, type contract, function header and description all come before code.