**CFOP Algorithm:**

Has four stages:

1. Cross
2. F2L
3. OLL
4. PLL

ASSUMPTIONS:  
- Cube oriented with white side down and yellow side up and blue at front

Cube Object:

* Cube = 2D Vector (vectorOfCube<vectorsOfSides<Pieces>)
* Cube object will consist of 6 individual 2D vectors; each represents one side of the cube
* Can perform the following actions on the cube + sides that will change:

1. F/F’: Front, Left, Right, Top, Bottom
2. B/B’ : Back, Left, Right, Top, Bottom
3. R/R’ : Right, Front, Back, Top, Bottom
4. L/L’ : Left, Front, Back, Top, Bottom
5. U/U’ : Top, Front, Back, Left, Right
6. D/D’ : Bottom, Front, Back, Left, Rights

***Cross:***

Identify white edge pieces on each side (except top/bottom) and move them down.