

Rubik's Cube Program:

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
  <title>Rubik's Cube Solver (Simplified)</title>
```

```
  <style>
```

```
    body { font-family: sans-serif; padding: 20px; }
```

```
    #cubeContainer { font-size: 20px; margin-top: 20px; white-space: pre-wrap; }
```

```
  </style>
```

```
</head>
```

```
<body>
```

```
  <h1>Rubik's Cube Demo</h1>
```

```
  <button onclick="scrambleAndDisplay()">Scramble Cube</button>
```

```
  <button onclick="solveAndDisplay()">Solve Cube</button>
```

```
  <div id="cubeContainer"></div>
```

```
  <script>
```

```
    class RubiksCube {
```

```
      constructor() {
```

```
        this.faces = {
```

```
          U: Array(9).fill('w'),
```

```
          D: Array(9).fill('y'),
```

```
          F: Array(9).fill('g'),
```

```
          B: Array(9).fill('b'),
```

```
          L: Array(9).fill('o'),
```

```
          R: Array(9).fill('r')
```

```
        };
```

```
}
```

```
rotateFaceClockwise(face) {
```

```
    const f = this.faces[face];
```

```
    this.faces[face] = [
```

```
        f[6], f[3], f[0],
```

```
        f[7], f[4], f[1],
```

```
        f[8], f[5], f[2]
```

```
    ];
```

```
}
```

```
rotateF() {
```

```
    this.rotateFaceClockwise('F');
```

```
    const { U, D, L, R } = this.faces;
```

```
    const tmp = [U[6], U[7], U[8]];
```

```
    [U[6], U[7], U[8]] = [L[8], L[5], L[2]];
```

```
    [L[2], L[5], L[8]] = [D[2], D[1], D[0]];
```

```
    [D[0], D[1], D[2]] = [R[0], R[3], R[6]];
```

```
    [R[0], R[3], R[6]] = tmp;
```

```
}
```

```
toColorString() {
```

```
    return (
```

```
        this.faces['U'].join("") +
```

```
        this.faces['R'].join("") +
```

```
        this.faces['F'].join("") +
```

```
        this.faces['D'].join("") +
```

```
        this.faces['L'].join("") +
```

```
    this.faces['B'].join("")  
  );  
}
```

```
scramble(moves = 1) {  
  const actions = ['F'];  
  for (let i = 0; i < moves; i++) {  
    const move = actions[Math.floor(Math.random() * actions.length)];  
    this["rotate" + move]();  
  }  
}
```

```
solve() {  
  this.rotateF();  
  this.rotateF();  
  this.rotateF();  
}  
}
```

```
function getCubeSvg(cubeString) {  
  document.getElementById('cubeContainer').textContent = cubeString;  
}
```

```
const cube = new RubiksCube();
```

```
function scrambleAndDisplay() {  
  cube.scramble(1);  
  getCubeSvg(cube.toColorString());  
}
```

```
}
```

```
function solveAndDisplay() {  
  cube.solve();  
  getCubeSvg(cube.toColorString());  
}
```

```
  getCubeSvg(cube.toColorString());
```

```
</script>
```

```
</body>
```

```
</html>
```

expected Output:

Rubik's Cube Demo

Scramble Cube

Solve Cube

wwwwwwwwrrrrrrrrrgggggggggyyyyyyyyooooooooobbbbbbbb