Package Peg

Class PegSolitaire

java.lang.Object
    Peg.PegSolitaire

All Implemented Interfaces:

`Cloneable` , `IPegSolitaire`

```
public class PegSolitaire
extends Object
implements Cloneable , IPegSolitaire
```

Implementation Class for Peg Solitaire game.

Constructor Summary

Constructors

Constructor	Description
`PegSolitaire()`	No Argument Constructor initialize Board to first board.
`PegSolitaire(int select)`	A constructor that takes one int parameter and assigns the value to selectedBoard.

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method	Description
`int`	`boardScore()`	Returns number of legs left in the Board.
`boolean`	`check()`	Controls the given move.
`PegSolitaire`	`clone()`	Overriden Clone function.
`boolean`	`endGame()`	Controls the end game situation to determine if the game is ended or not.
`void`	`get_randomMove()`	Creates random move values.
`int`	`hashCode()`	Overriden hashCode function
`void`	`initialize()`	Creates and fills the Boards with given board type.
`void`	`load()`	Loads a game board from a .txt file in the out/ directory.
`void`	`move()`	Makes given move.
`void`	`playAuto()`	Plays one move.

void	playAutoAll()	Plays until the game is ended.
void	repaint()	Recolors the pegs after an action is done on the board.
void	save()	Saves the current board to file as .txt file to the out/directory.
void	saveUndo()	Copies Booard to undoBoard before a move made so undo button can retrieve the previous board.
void	setgame()	Sets the needs for user interface ex: frames, panels, labels buttons etc.
String	toString()	Overriden toString function.

Methods inherited from class java.lang.Object

equals , finalize , getClass , notify , notifyAll , wait , wait , wait

Constructor Details

PegSolitaire

```
public PegSolitaire()
```

No Argument Constructor initialize Board to first board.

PegSolitaire

```
public PegSolitaire(int select)
```

A constructor that takes one int parameter and assigns the value to selectedBoard.

Parameters:

`select` - value for selected board type.

Method Details

setgame

```
public void setgame()
```

Description copied from interface: `IPegSolitaire`

Sets the needs for user interface ex: frames, panels, labels buttons etc.

Specified by:

`setgame` in interface `IPegSolitaire`

repaint

```
public void repaint()
```

Description copied from interface: `IPegSolitaire`

Recolors the pegs after an action is done on the board.

Specified by:

`repaint` in interface `IPegSolitaire`

saveUndo

```
public void saveUndo()
```

Description copied from interface: `IPegSolitaire`

Copies Booard to undoBoard before a move made so undo button can retrieve the previous board.

Specified by:

`saveUndo` in interface `IPegSolitaire`

boardScore

```
public int boardScore()
```

Description copied from interface: `IPegSolitaire`

Returns number of legs left in the Board.

Specified by:

`boardScore` in interface `IPegSolitaire`

Returns:

number of pegs left.

endGame

```
public boolean endGame()
```

Description copied from interface: `IPegSolitaire`

Controls the end game situation to determine if the game is ended or not.

Specified by:

`endGame` in interface `IPegSolitaire`

Returns:

true if game is ended.

check

```
public boolean check()
```

Description copied from interface: `IPegSolitaire`

Controls the given move. If the move is valid or not.

Specified by:

`check` in interface `IPegSolitaire`

Returns:

true if the move is possible.

move

```
public void move()
```

Description copied from interface: `IPegSolitaire`

Makes given move.

Specified by:

`move` in interface `IPegSolitaire`

get_randomMove

```
public void get_randomMove()
```

Description copied from interface: `IPegSolitaire`

Creates random move values.

Specified by:

`get_randomMove` in interface `IPegSolitaire`

initialize

```
public void initialize()
```

Description copied from interface: `IPegSolitaire`

Creates and fills the Boards with given board type.

Specified by:

`initialize` in interface `IPegSolitaire`

playAuto

```
public void playAuto()
```

Description copied from interface: `IPegSolitaire`

Plays one move.

Specified by:

`playAuto` in interface `IPegSolitaire`

playAutoAll

```
public void playAutoAll()
```

Description copied from interface: `IPegSolitaire`

Plays until the game is ended.

Specified by:

`playAutoAll` in interface `IPegSolitaire`

load

```
public void load()
```

Description copied from interface: `IPegSolitaire`

Loads a game board from a .txt file in the out/ directory.

Specified by:

`load` in interface `IPegSolitaire`

save

```
public void save()
```

Description copied from interface: `IPegSolitaire`

Saves the current board to file as .txt file to the out/directory. User does not need to type .txt file extension.

Specified by:

`save` in interface `IPegSolitaire`

toString

```
public String  toString()
```

Overriden toString function.

Overrides:

`toString` in class `Object`

Returns:

a string that contains board state.

clone

```
public PegSolitaire clone()
```

Overriden Clone function.

Overrides:

`clone` in class `Object`

Returns:

a PegSolitaire reference.

hashCode

```
public int hashCode()
```

Overriden hashCode function

Overrides:

`hashCode` in class `Object`

Returns:

returns the hash code of the Object.