

Package [Peg](#)

Interface IPegSolitaire

All Known Implementing Classes:

[PegSolitaire](#)

public interface **IPegSolitaire**

Peg Solitaire Interface.

Method Summary

All Methods	Instance Methods	Abstract Methods
Modifier and Type	Method	Description
int	boardScore()	Returns number of legs left in the Board.
boolean	check()	Controls the given move.
boolean	endGame()	Controls the end game situation to determine if the game is ended or not.
void	get_randomMove()	Creates random move values.
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.

Method Details

setgame

```
void setgame()
```

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

repaint

```
void repaint()
```

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

saveUndo

```
void saveUndo()
```

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

boardScore

```
int boardScore()
```

Returns number of legs left in the Board.

Returns:

number of pegs left.

endGame

```
boolean endGame()
```

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

Returns:

true if game is ended.

check

```
boolean check()
```

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

Returns:

true if the move is possible.

move

```
void move()
```

Makes given move.

get_randomMove

```
void get_randomMove()
```

Creates random move values.

initialize

```
void initialize()
```

Creates and fills the Boards with given board type.

playAuto

```
void playAuto()
```

Plays one move.

playAutoAll

```
void playAutoAll()
```

Plays until the game is ended.

load

```
void load()
```

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

save

```
void save()
```

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