

Entry Class

Entry(Cell* origCell, Cell* newCell, bool status)

C++

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Entry::Entry(Cell* origCell, Cell* newCell, bool status)
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Parameters

Cell* origCell: pointer to Cell object

Pointer to Cell object that points to the original value of a particular cell

Cell* newCell: pointer to Cell object

Pointer to Cell object that points to the new value of a particular cell

bool status: boolean

Boolean variable that is true if the value in a cell is correct and false if the value is incorrect

Returns

Does not return a value. This is a constructor to define values passed in.

Exceptions

None

IsCorrect()

C++
<code>bool Entry::IsCorrect()</code>

Parameters

None

Returns

`isCorrect`: boolean

Boolean variable defined in the constructor that is true if the value in a cell is correct and false if the value is incorrect

Exceptions

None

GetOrigCell()

C++
Cell* Entry::GetOrigCell()

Parameters

None

Returns

[origCell](#): pointer to Cell object

Pointer to Cell object defined in the constructor that points to the original value of a particular cell

Exceptions

None

GetNewCell()

C++
Cell* Entry::GetNewCell()

Parameters

None

Returns

[newCell](#): pointer to Cell object

Private Cell pointer defined in the constructor that points to the new value of a particular cell

Exceptions

None