Undo()

Undo the last move by the user

<u>C++</u>

public void Undo();

<u>Parameters</u>

None

Returns

None

Exceptions

None

<u>Examples</u>

Undo();

UndoUntilCorrect()

Undo all the moves until every move is correct

<u>C++</u>

public void UndoUntilCorrect();

<u>Parameters</u>

None

Returns

None

Exceptions

None

<u>Examples</u>

UndoUntilCorrect();