GameEngine(Puzzle\*, History\*)

c++

GameEngine(Puzzle\* p, History\* h);

Constructor to create GameEngine object and initialize all private member variables. Initializes puzzle object to pointer to a puzzle, the history object to a pointer to a history, currentValue to 0, and notesMode to false.

Parameters

**Puzzle\* p**

The Puzzle object that holds a reference to the puzzle loaded into and being played by the game engine

**History\* h**

The History object that holds a reference to the history object created by main and being stored in the game engine

Returns

N/A

Exception

Segmentation Fault - tries to access memory in a way that the processor does not allow