SetNote(int, int)

c++

int\* GameEngine::SetNotes(int row, int col)

Gets the cell from the puzzle at the position (row, col). Sets the note in the notes array of the cell at position currentValue-1. Returns the updated notes array.

Parameters

**Int row - the row position of the cell**

**Int col - the col position of the cell**

Returns

int\* - the array of the givens cell’s notes

Exception

IncorrectValException

The value of val is less than 0 or greater than 8