SetValue(int, int)

c++

bool SetValue(int row, int col);

Function to take in two integers (row and col) as parameters, check that their values give a valid position in the puzzle and that the cell at that position is not hardwired, and that the value stored in currentValue is a valid value for the puzzle. Then retrieves the pointer to the cell at position (row, col), checks if it is hardwired. If not then it makes a copy of the original cell with all its values, then changes the value in the pointer to the cell. Handles the correct implementation based on if it is in nodes mode or not (resets notes and sets value, or sets note and resets value). Sets cell in the puzzle. Logs the entry and pushes the original and new entry into the history stack, while updating the status of the correctness of the whole puzzle)

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

Bool - true if value successfully set, false if not set due to incorrect parameters/values

Exception

Segmentation Fault - tries to access memory in a way that the processor does not allow (Puzzle or History not created)