

	34		21		32		41		25	
+	-----	+	-----	+	-----	+	-----	+	-----	+
	14		42		43		14		31	
+	-----	+	-----	+	-----	+	-----	+	-----	+
	54		45		52		42		23	
+	-----	+	-----	+	-----	+	-----	+	-----	+
	33		15		51		31		35	
+	-----	+	-----	+	-----	+	-----	+	-----	+
	21		52		33		13		23	
+	-----	+	-----	+	-----	+	-----	+	-----	+

- 1) Do you like treasure hunts? In this problem you are to write a program to explore the above array for a treasure. The values in the array are clues. Each cell contains an integer between 11 and 55; for each value the ten's digit represents the row number and the unit's digit represents the column number of the cell containing the next clue. Starting in the upper left corner (at 1,1), use the clues to guide your search of the array. (The first three clues are 11, 34, 42). The treasure is a cell whose value is the same as its coordinates. Your program should output the cells it visits during its search, and a message indicating where you found the treasure.
- 2) Chess board. Program is to choose at random one of the chess piece (except the pawn) and place it at the random spot on the board. After placing any piece (except first one) check all present pieces move ranges and see if any can reach other piece. If so Give that pieces position and quit program. FACTORY (with class hierarhy) + SINGLETON pattern
- 3) **[EXAM]** Create bouncy simulator. Get board from ExampleInput.js. X – border, 0 – boards object can travel, 1 – bouncing object. The program is to show how the object would travel and bounce against the walls. The program is to end when object comes back to original position.