

- 1) Create memory game. Where computer plays with itself. The number of players random 2-4. Each player takes turn in revealing board elements. Trying to find a pair. Typical memory game. Lets make an assumption that players have perfect memory but they only remember elements revealed by them self.

[EXAM] Create bouncy simulator. Get board from ExampleInput.js. Y – when bouncing objects enters it move it to random direction other that it came and Y turns into 0, 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. Bouncing objects starts in any corner. 1 and Y position may vary.