

JSON-Files for Puzzles, 19.02.2021, v1.0

The pieces of a puzzle with n pieces have ID-numbers $0, 1, \dots, n - 1$. the pieces are simple polygons represented by the sequence of their corners. The coordinates are chosen to be near the origin.

If the filename contains **-rot** then the pieces are rotated with respect to their original positions. For some puzzles, an image of the solved puzzle is available as a **.PNG**-file with the same name. If the image also shows the number of the pieces, the filename contains **-sol**.

For puzzles with a grid-like layout, the filename indicates the number of rows and columns. For example, **Puzzle-2r-2c-1430** has two rows and two columns. The four-digit number in the file name is a random number to make files for puzzles with the same layout distinguishable.

For puzzles with names containing **-pure**, no further information is available.

The next page contains an example for a JSONfile.

```

{
  "puzzle": {
    "form": [ // The form of the puzzle given as a simple polygen
      { // as an array of "coord"
        "coord": { // coordinates of a point in 2-space
          "x": 0.0, // x-coordinate
          "y": 0.0 // y-coordinate
        }
      },
      ...
      etc more "coord"
      ...
    ]
  },
  "name": "Puzzle-1r-2c-0995.json", // name of the puzzle (often the filename)
                                     // can be ommitted
  "no. of pieces": 2,                // number of pieces
  "pieces": [                        // pieces as array of "piece"
    {
      "piece": 0,                    // the id-number of the piece
      "corners": [                  // array of the corners of polygon
        {
          "coord": {
            "x": 0.0,
            "y": 0.0
          }
        },
        ...
        etc more "coord"
        ...
      ]
    },
    ...
    etc more "piece"
    ...
  ]
}

```