Provide a concise answer to each of the following questions. Your answer should **NOT** include code. It should be an English explanation and each question can be answered in one or two sentences. If your answer to one of the questions includes the use of a set, map, or symbol table, include an explanation why/how you are using it, but do **NOT** explain what the data structure itself does or how it works. For example, if you use a BinarySearchST, do not explain to me how binary search works, how insertion works, etc. Instead, explain, what are the keys, what are the values, and why/how you using the symbol table in your solution.

* (2 points) How does your isSolved method work?  
  IsSolved checks if the current Board’s hash value matches the solutions hash value. I stored the solution hash in a variable upon construction of the board;
* (3 points) How do you determine/detect that the player lost?  
  I have a HashSet of type Board, and the game loop checks the status of the board. On every move, the board gets placed in the HashSet. If the HashSet contains the Board (including the solution hash), I set a status flag to true.
* (3 points) What is the worst-case running time for this check (checking if a player lost)?

The worst-case would be the HashSet mapping all values to a single bucket and the item in question is at the end of the bucket; In which case, It would traverse a linked list. This would imply that the running time is Linear.

* (2 points) What did you do (if anything) to ensure that your code doesn’t alter the array passed in to you via the **Board(boolean[][] b)** constructor?

Instead of modifying board ‘b’, my constructor creates its board ‘A’ and maps the values of ‘b’ onto ‘A’.