

```
cbolat@DESKTOP-EIJM40P:/mnt/c/Users/cemal/Desktop/son ödev 3/hw03a$ make
```

Compiling...

Running the program...

./hw03

Welcome to the 2D puzzle game !

1. New Game

2. Help

3. Exit

>> 2

1. New Game

2. Help

3. Exit

>> 2

1. New Game

2. Help

3. Exit

>> 1

3. Exit

>> 1

A 10x10 grid with columns labeled A through J and rows labeled 1 through 10. Column D is highlighted in light blue, and column C is highlighted in light red. The intersection of column D and row 10 is labeled 'D'.

Next-move : w

Next-move : w

A diagram showing a 5x5 grid of squares. The columns are labeled 'D' and 'C' from left to right. The grid is divided into two sections by a vertical dashed line. The left section contains columns D and C, and the right section contains columns C and D. The top row is labeled 'D' and 'C' from left to right. The bottom row is labeled 'D' and 'C' from left to right.

Next-move : a

A 10x10 grid with columns labeled A through J and rows labeled 1 through 10. Column D is shaded light blue and column C is shaded light red. The intersection of column D and row 5 is labeled 'D'.

Next-move : a

A diagram of a 1D lattice represented by a horizontal chain of 10 vertical lines (sites). The second site from the left is labeled 'D' and the third site is labeled 'C'. A dashed horizontal line is positioned above the lattice.

Next-move : a

Congartz ! << You have finished in 5 moves >>

- 1. New Game
- 2. Help
- 3. Exit

>> 2

The character is able to move one space in any of the four cardinal directions: up, down, left, and right.

Diagonal moves are not allowed.

The user will input their desired move using the following keys: 'a' for left, 'd' for right, 'w' for up, and 's' for down.

The game will prompt the user for a new move after each move is made until the game is over.

- 1. New Game
- 2. Help
- 3. Exit

>> 1

Please enter room size << between 5 - 10 (inclusive) >> : 5

```
-----
| | |D| | |
| | | | |
|C| | | | |
| | | | |
-----
```

Next-move : w

```
-----
| | |D| | |
| | | | |
|C| | | | |
| | | | |
-----
```

Next-move : w

```
-----
| | |D| | |
|C| | | | |
| | | | |
| | | | |
-----
```

Next-move : w

```
-----
|C| |D| | |
| | | | |
| | | | |
| | | | |
-----
```

Next-move : d

Next-move : d

```
-----  
| |C|D| | |  
| | | | | |  
| | | | | |  
| | | | | |  
| | | | | |  
-----
```

Next-move : d

Congartz ! << You have finished in 5 moves >>

1. New Game

2. Help

3. Exit

>> 3

Have a nice day GOODBYE !

=====

[SUCCESS] Completed tests....

```
cbo1at@DESKTOP-EIJM40P:/mnt/c/Users/cemal/Desktop/son ödev 3/hw03a$ make
```

Compiling...

Running the program...

./hw03

Welcome to the 2D puzzle game !

1. New Game

2. Help

3. Exit

>> 1

A diagram showing two vertical dashed lines, labeled C and D. A horizontal arrow points from line C to line D.

Next-move : w

Next-move : d

A diagram of a 2D hexagonal lattice. Two sites are highlighted and labeled 'C' and 'D'. Site 'C' is a blue hexagon, and site 'D' is a red hexagon. They are adjacent to each other. The lattice is composed of many other hexagons, some blue and some red, forming a periodic pattern.

		c	d		

Next-move : d
Congartz ! << You have finished in 3 moves >>

- 1. New Game
 - 2. Help
 - 3. Exit
- >> 1

Please enter room size << between 5 - 10 (inclusive) >> : 5

		d			
c					

Next-move : w

		d			
c					

Next-move : w

		d			
c					

Next-move : w

c		d			

Next-move : d

```
Next-move : d
Congartz ! << You have finished in 5 moves >>
*****
1. New Game
2. Help
3. Exit
>> 1
*****
Please enter room size << between 5 - 10 (inclusive) >> : 6
```

					D
	C				

```
Next-move : w
```

	C			D

```
Next-move : d
```

		C		D

```
Next-move : d
```

			C	D

					C	D

Next-move : c

Invalid input << w a s d >>

Next-move : d

Congartz ! << You have finished in 5 moves >>

1. New Game

2. Help

3. Exit

>> 3

Have a nice day GOODBYE !