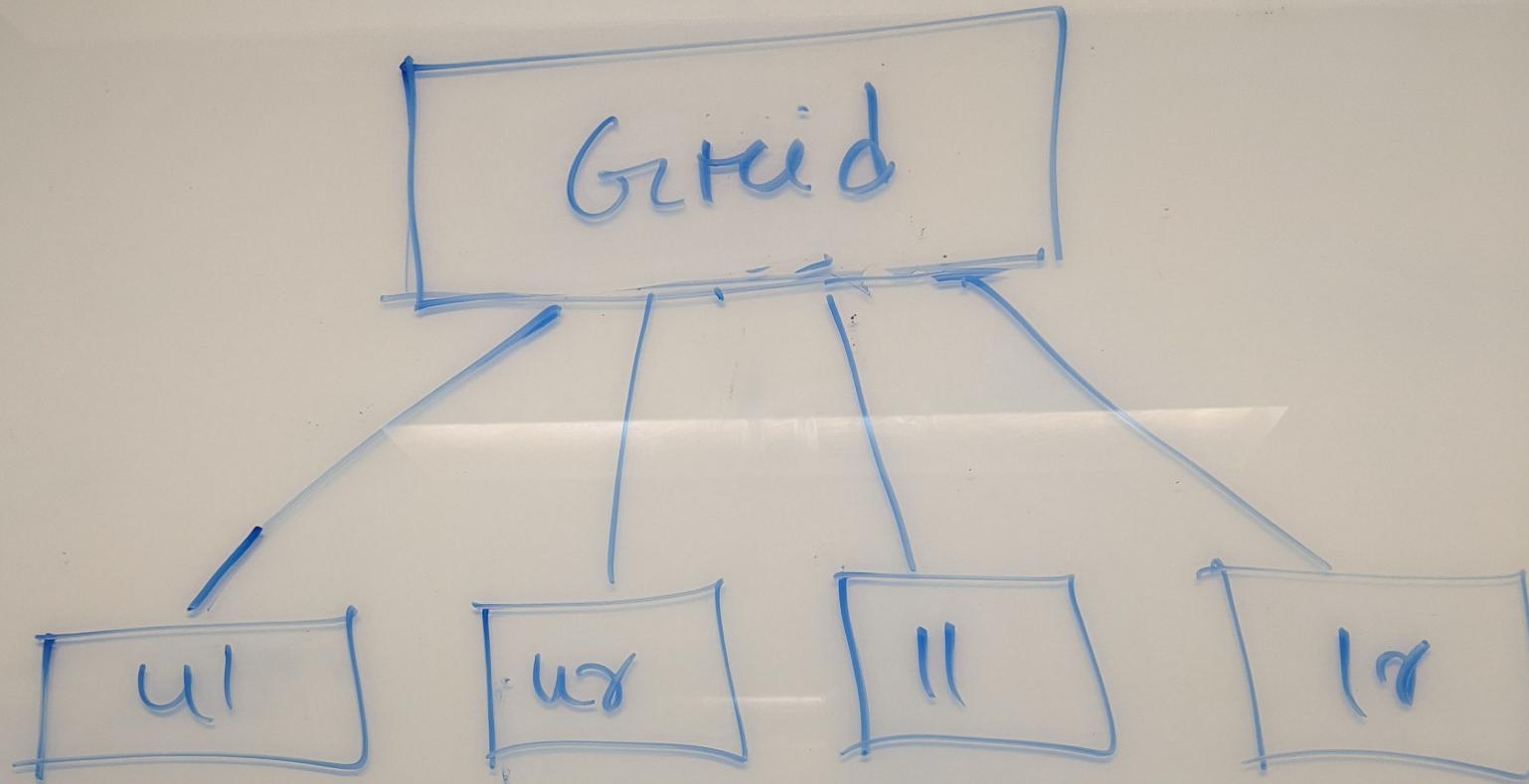


Names & Essyas and Moshir

Plan

- 1) When the program starts we create a root node that has four children \rightarrow which the children.children is null.
- 2) So when a rectangle is smashed we have a method that takes in the node that is selected and creates an array of children node which have rectangle object inside them with the size and x, y coordinate. And it links it to the selected node Children node array.
- 3) Rotate, all we need to do switch the position on the children in array including swapping x and y coordinates. And do that all the way down to you hit null.
- 4) Swap/^{flip}. Same logic at rotate but swap it with the incorrect position so that x, y is correct.
- 5) Move up, down we have a node called Selected in the class and when move down just put Selected = Selected.child
 \downarrow selected == selected false \rightarrow true.



Node {

 Rectangle rect;

 Node[] children;

 Node Parent;

}

when

```
private Node root;
private Node selected;

Nested()
{
    root = new Node();
    root.children = CreateChildren(root);
    selected = root;
    selected.Rect.Visible = true;
}

private Node[] CreateChildren(Node parent)
{
    if(parent == null) return null;
    Node[] children = new Node[4];
    parent.Rect.Visible = false;
    children[0] = new Node(new Rec(), parent);
    {
        four times
        ↓
        Selected = false;
    }
    return children;
}
```