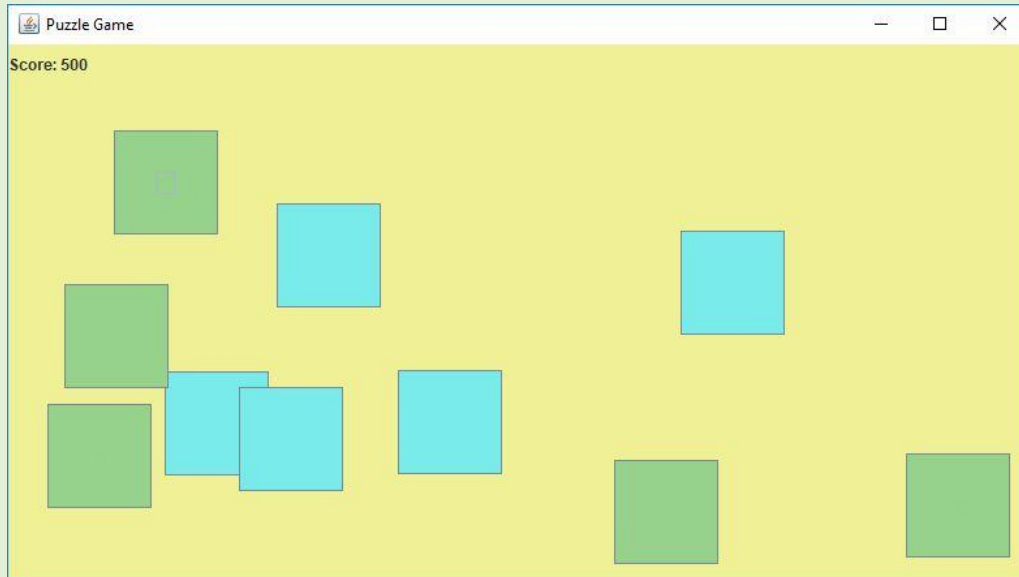


Final Term Assignment 3

Puzzle Matching

The Game looks like this. There are ten buttons (five pair of buttons with two different colors) and a label to display score.



Each pair of buttons have a number as their text. This text is apparently invisible as both the foreground and background of buttons are same. Whenever you click a button, its foreground becomes black and the text becomes visible. Now if you click another button, the text of both the buttons is checked. If the text is same, both the buttons vanishes. If the texts are not same, the text of both the buttons becomes invisible again. For each wrong move, score is deducted. The game continues until all the buttons vanishes. A GUI becomes visible when all the buttons vanishes. This new GUI asks a player to play again or to exit.

