

clear\_board

Num_rows	Num_cols	Return value
1	3	-1
3	1	-1
2	3	0
3	2	0
-2	3	-1
3	-2	-1

place

num_rows	num_cols	row	col	val	Return val
1	5	5	4	-1	-1
7	1	5	4	-1	-1
-9	5	5	4	-1	-1
7	-9	5	4	-1	-1
7	5	-1	4	-1	-1
7	5	5	-1	-1	-1
7	5	7	4	-1	-1
7	5	5	5	-1	-1
7	5	5	4	0	-1
7	5	5	4	6	-1
7	5	5	4	-1	0
7	5	5	4	256	0
7	5	5	4	16384	0

```

clear_board  -1 -1 0 0 -1 -1
place        -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 0 0 0
start_game   -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 0 0 0 0 0 0 0 0
merge_row     6 6 6 6 0 0 3 3 4 4 3 3 4 4 4 4 2 2 -1 -1 -1 -1 -1 -1 -1
merge_col     4 4 3 3 3 3 1 1 1 1 2 2 2 2 2 2 -1 -1 -1 -1 -1 -1 -1
// shift vaues are wrong there is another test file which test these.
shift_row     0 0 10 10 7 2 0 0 3 0 3 0 -1 -1 -1 -1 -1 -1
shift_col     0 0 0 12 0 12 3 0 3 3 0 -1 -1 -1 -1 -1 -1
check_state   -1 0 1
user_move     00 00 00 00 01 01

```

Start\_game

Num_rows	Num_cols	R1	C1	R2	C2	Return val
1	5	5	0	6	4	-1
7	1	5	0	6	4	-1
-4	5	5	0	6	4	-1
7	-4	5	0	6	4	-1
7	5	-1	0	6	4	-1
7	5	5	-1	6	4	-1
7	5	5	0	-1	4	-1
7	5	5	0	6	-1	-1
7	5	7	0	6	4	-1
7	5	5	0	7	4	-1
7	5	5	5	6	4	-1
7	5	5	0	6	5	-1
7	5	5	0	6	4	0
7	5	0	0	6	4	0
7	5	5	0	6	4	0
7	5	5	0	0	4	0
7	5	5	0	6	0	0
7	5	6	0	6	4	0
7	5	5	0	6	4	0
7	5	5	4	6	4	0
7	5	5	0	6	4	0

Board 1 – Values here will never change.					
4	2	4	2	4	2
2	4	2	4	2	4
4	2	4	2	4	2
2	4	2	4	2	4

Board 2 - Initial						
4	2	2		4		
	4			2		
	4	2		2	4	
					4	
	4	2		2	4	
	4	2			4	
		4		2	2	4

Board 2 – after merge row						
4	4			4		
	4			2		
	4	2		2	4	
					4	
	4	2		2	4	
	4	2			4	
		4			4	4

Board 2 – after merge col						
4	4			4		
				4		
	8	2			8	
				2	8	
	8	4				
		4			4	4

Board 2 – after shift row						
				4	4	4
	8			4		
				8	2	8
				2	4	
8	4					
4	4	4				

Board 3 - Initial					
4	2	2	4	2	2
2	2	4	2	2	4
4	2	2	4	2	2
2	2	4	2	2	4

Board 3 – after merge row					
4	4		4	4	
4		4	4		4
4		4	4		4
	4	4		4	4

Board 4			
2	2	2	2
2	2	2	2
			4
			4

Board 4 – after merge row			
4		4	
	4		4
			4
			4

Board 5 - Initial								
16	32	4	4	4	4	4	16	32
16	32	4	4	4	4	4	16	32
32	16	4	4	4	4	4	32	16
32	16	4	4	4	4	4	32	16

Board 5 – after merge col								
		4		4	8	4	32	64
32	64	4	8	4		4		
		4		4	8	4	64	32
64	32	4	8	4		4		