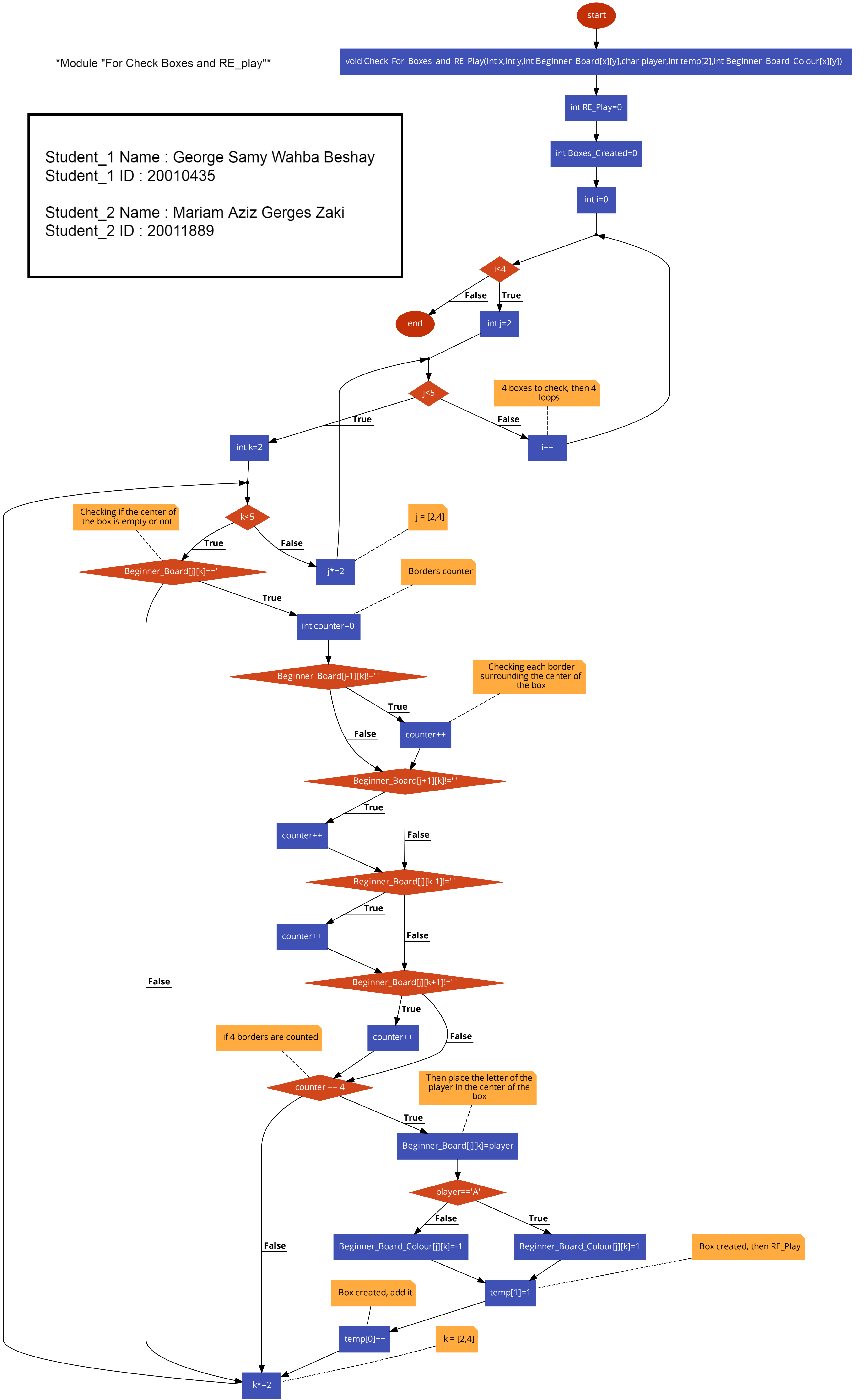


Module "For Check Boxes and RE_play"

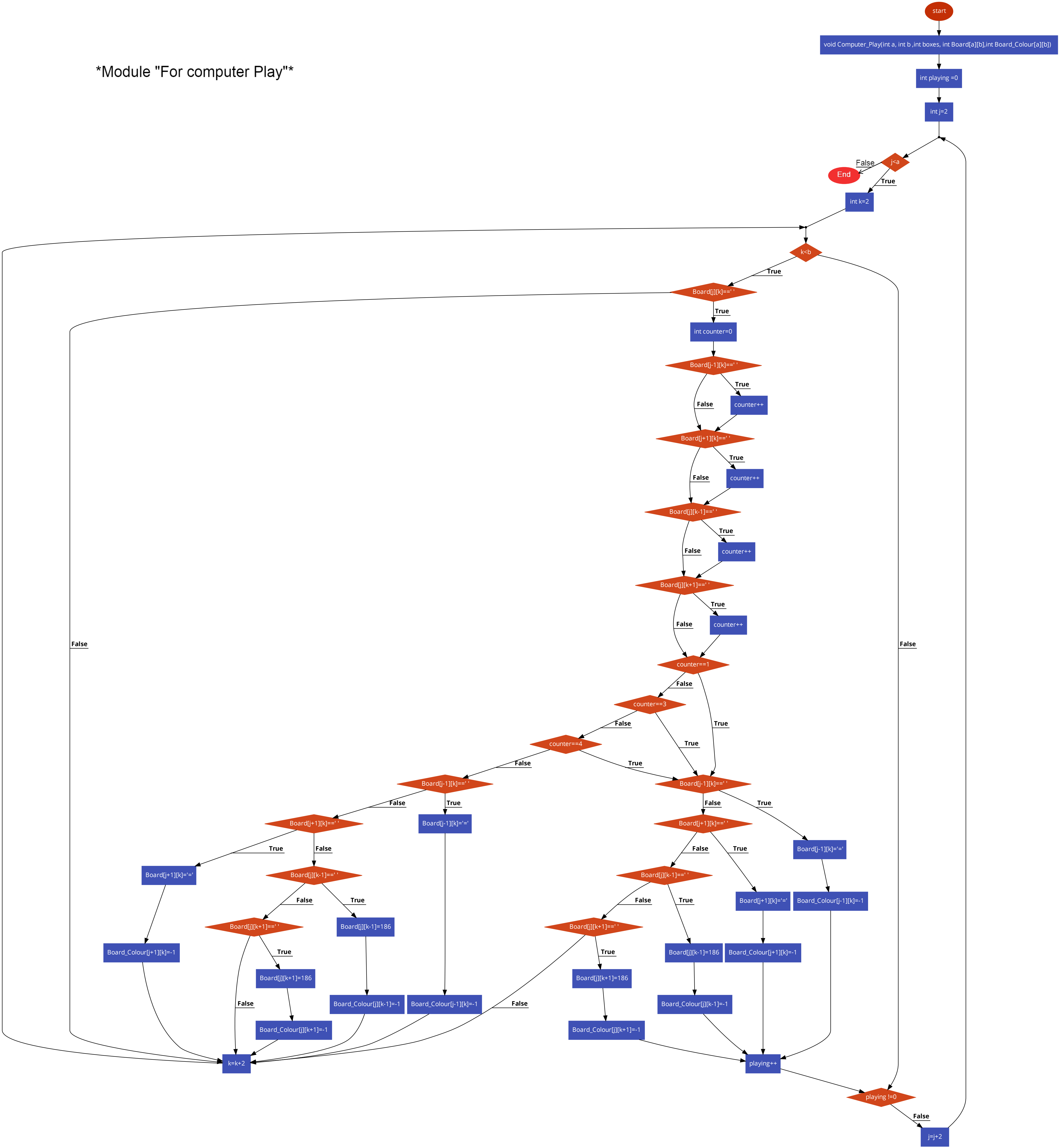
void Check_For_Boxes_and_RE_Play(int x,int y,int Beginner_Board[x][y],char player,int temp[2],int Beginner_Board_Colour[x][y])

Student_1 Name : George Samy Wahba Beshay
Student_1 ID : 20010435

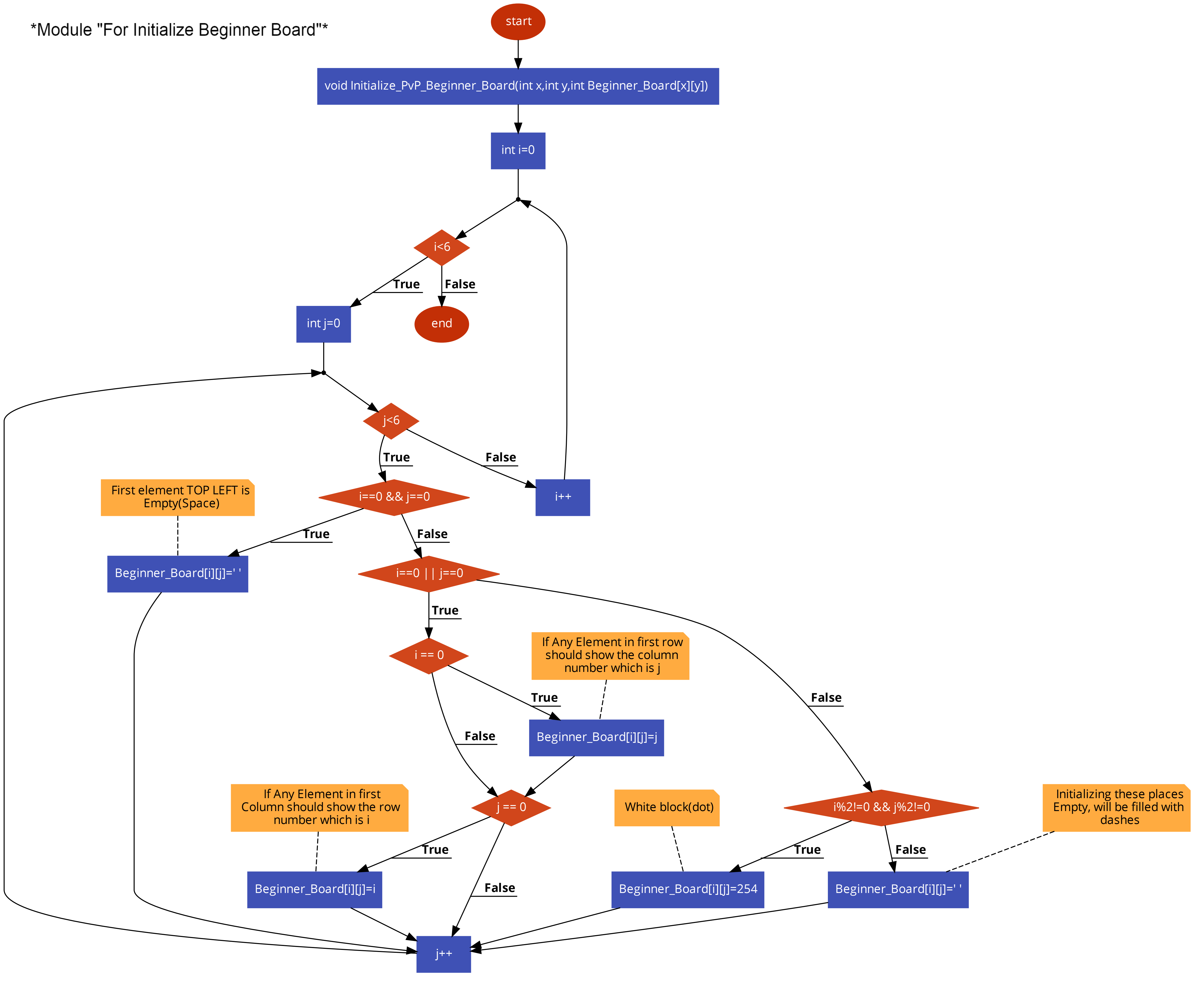
Student_2 Name : Mariam Aziz Gerges Zaki
Student_2 ID : 20011889



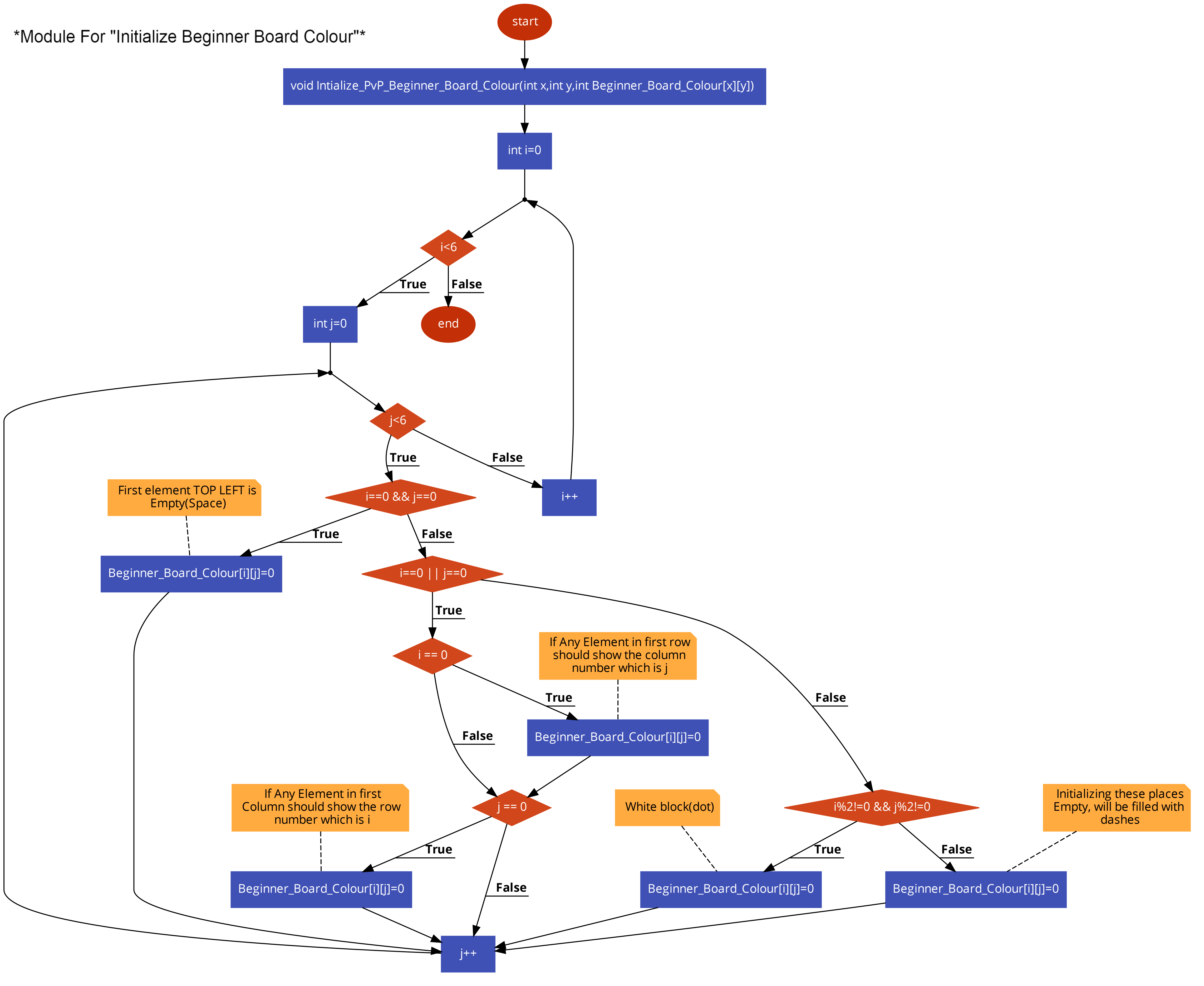
Module "For computer Play"



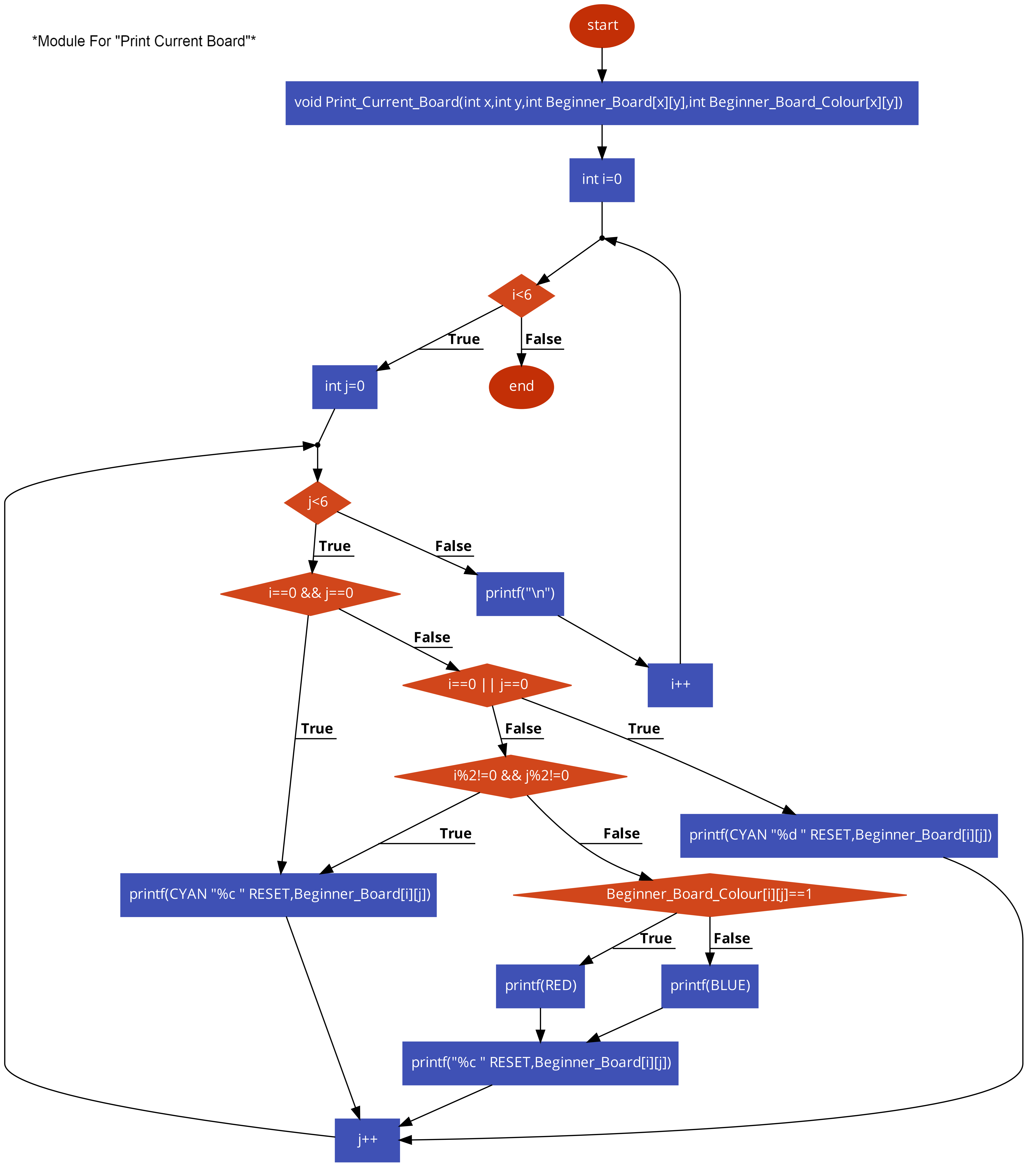
Module "For Initialize Beginner Board"



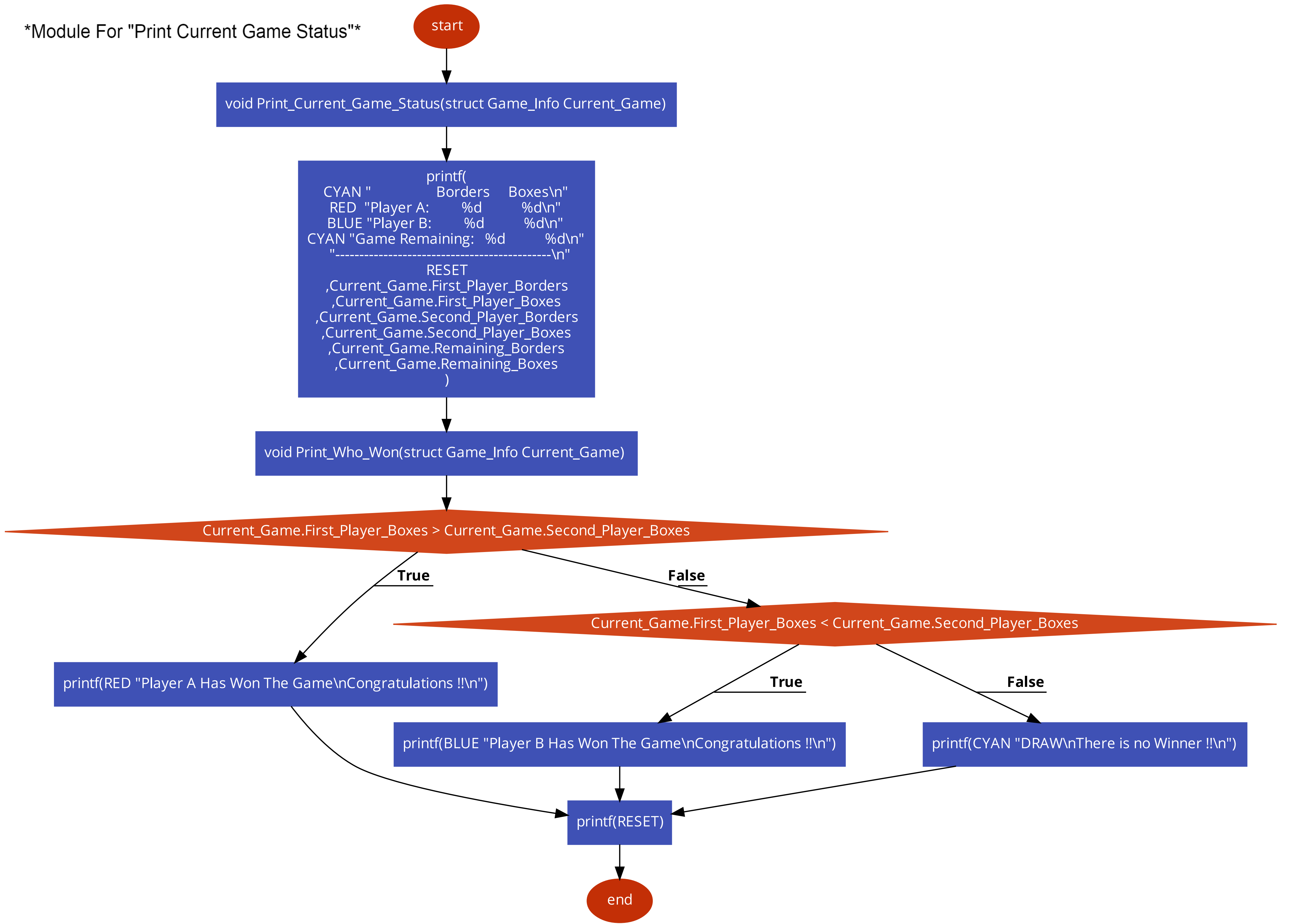
*Module For "Initialize Beginner Board Colour"

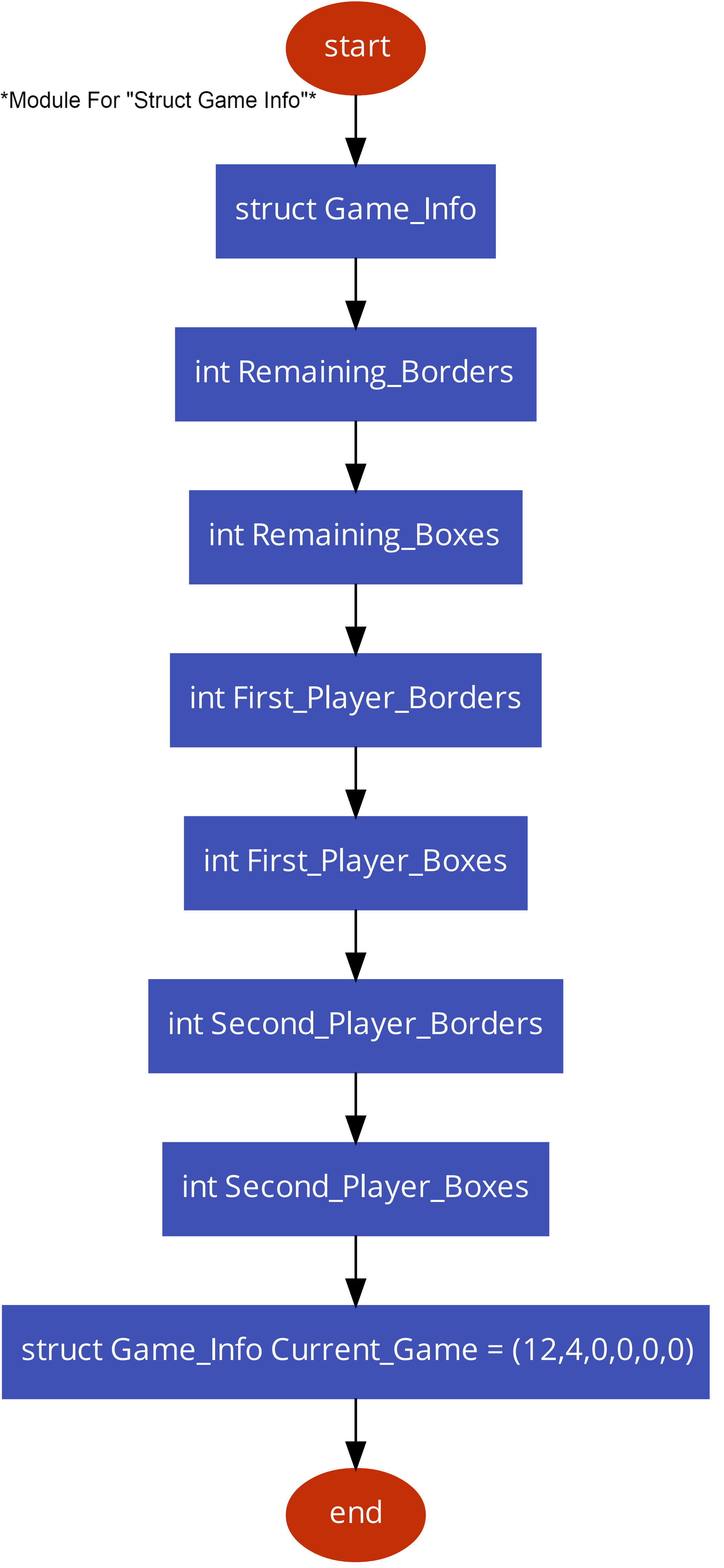


*Module For "Print Current Board"



*Module For "Print Current Game Status"





Module For "Struct Player Ingame Info"

start

struct Player_Ingame_Info

int Turn

int Borders

int Boxes

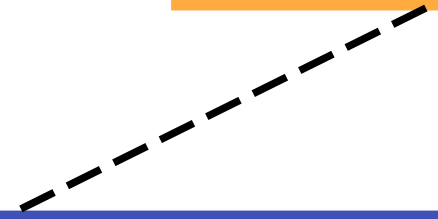
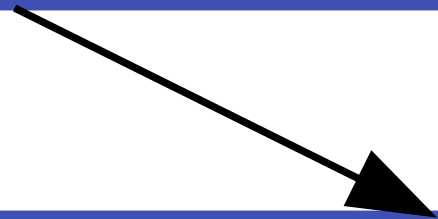
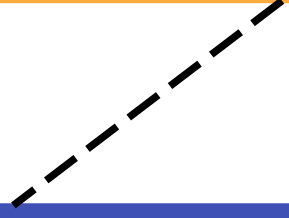
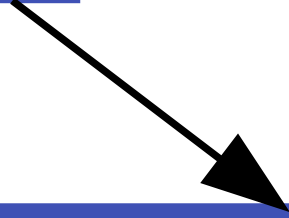
Turn of Player_1 = 1 ,
Borders = 0 , Boxes = 0

struct Player_Ingame_Info Player_1={1,0,0}

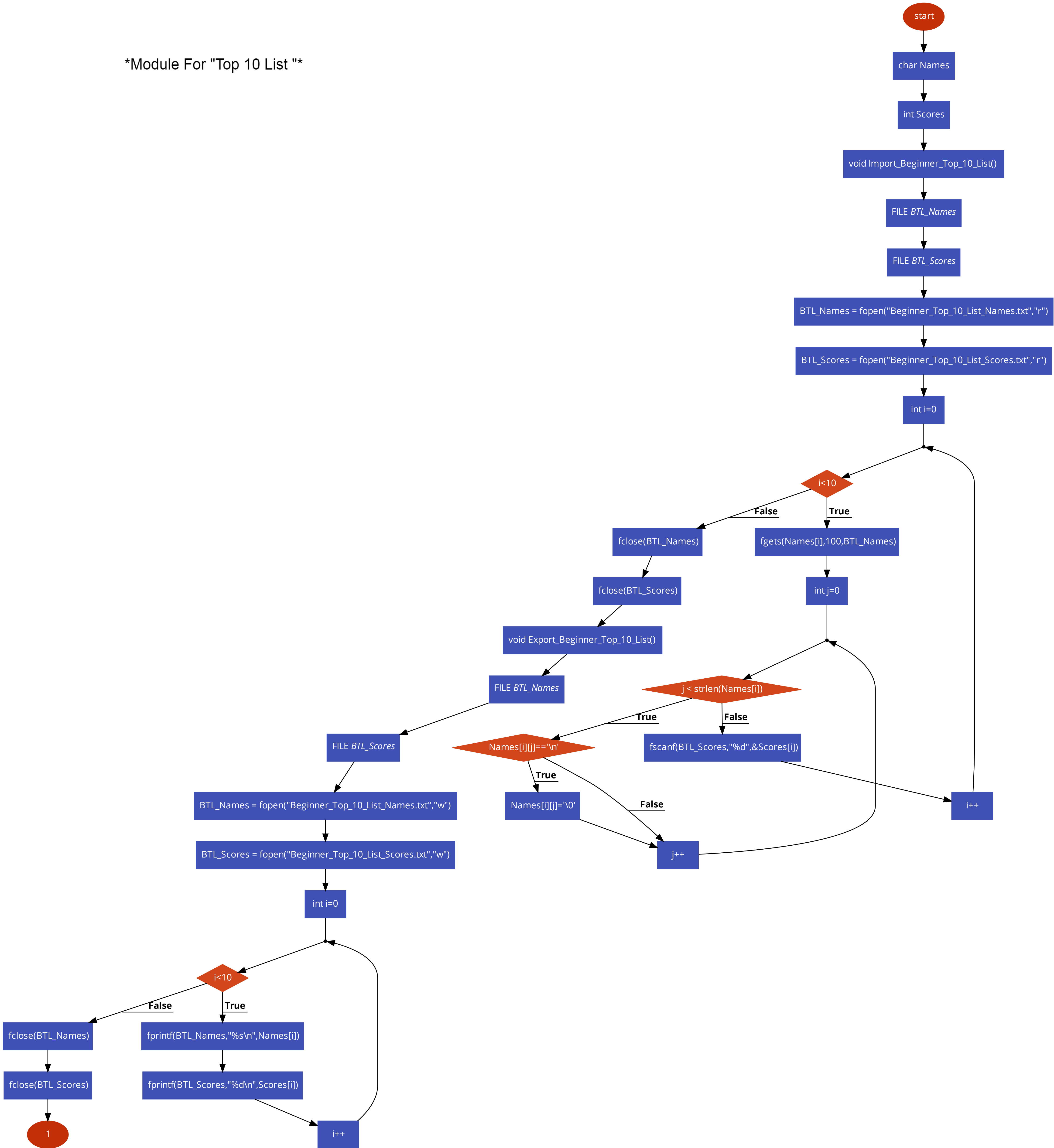
Turn of Player_2 = 0 ,
Borders = 0 , Boxes = 0

struct Player_Ingame_Info Player_2={0,0,0}

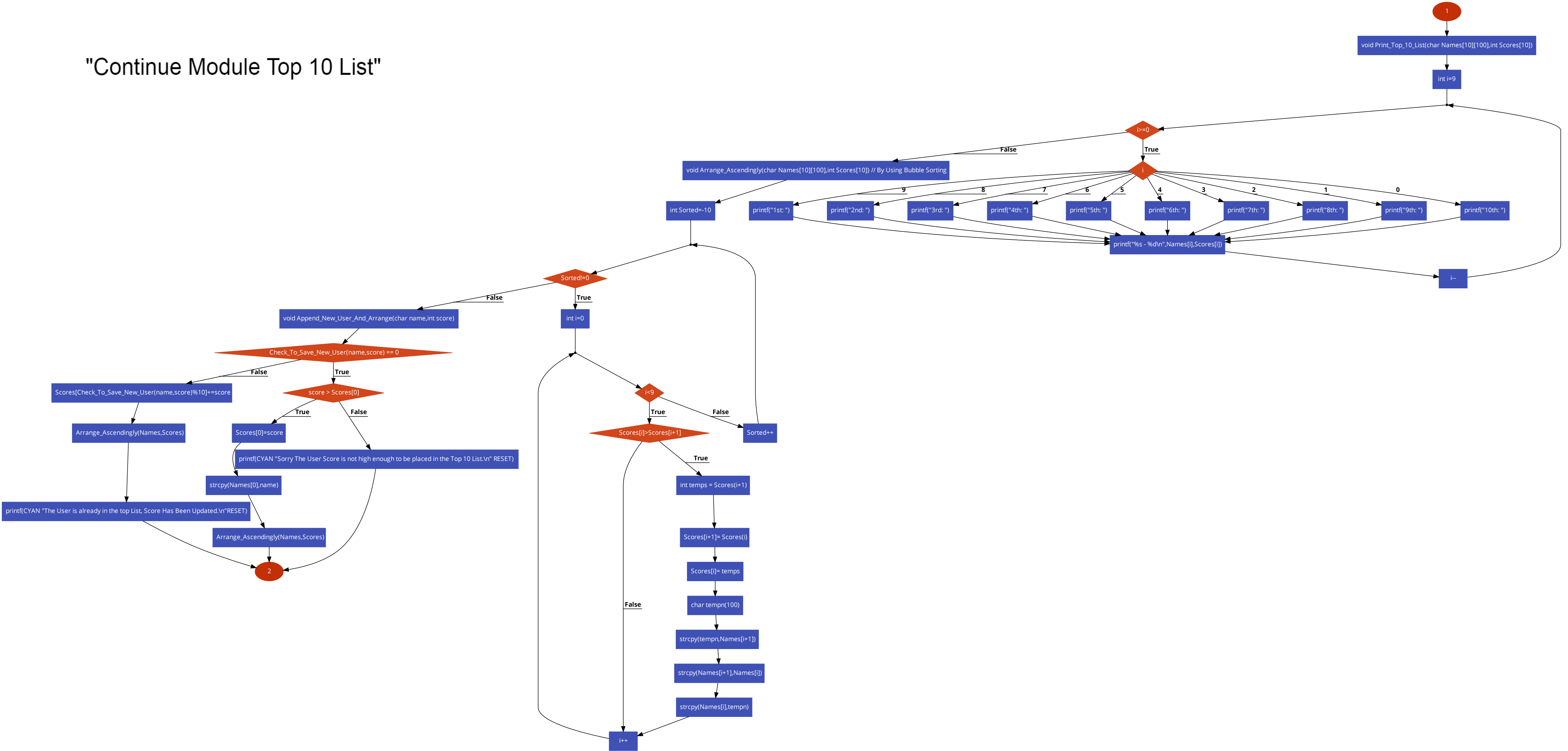
end



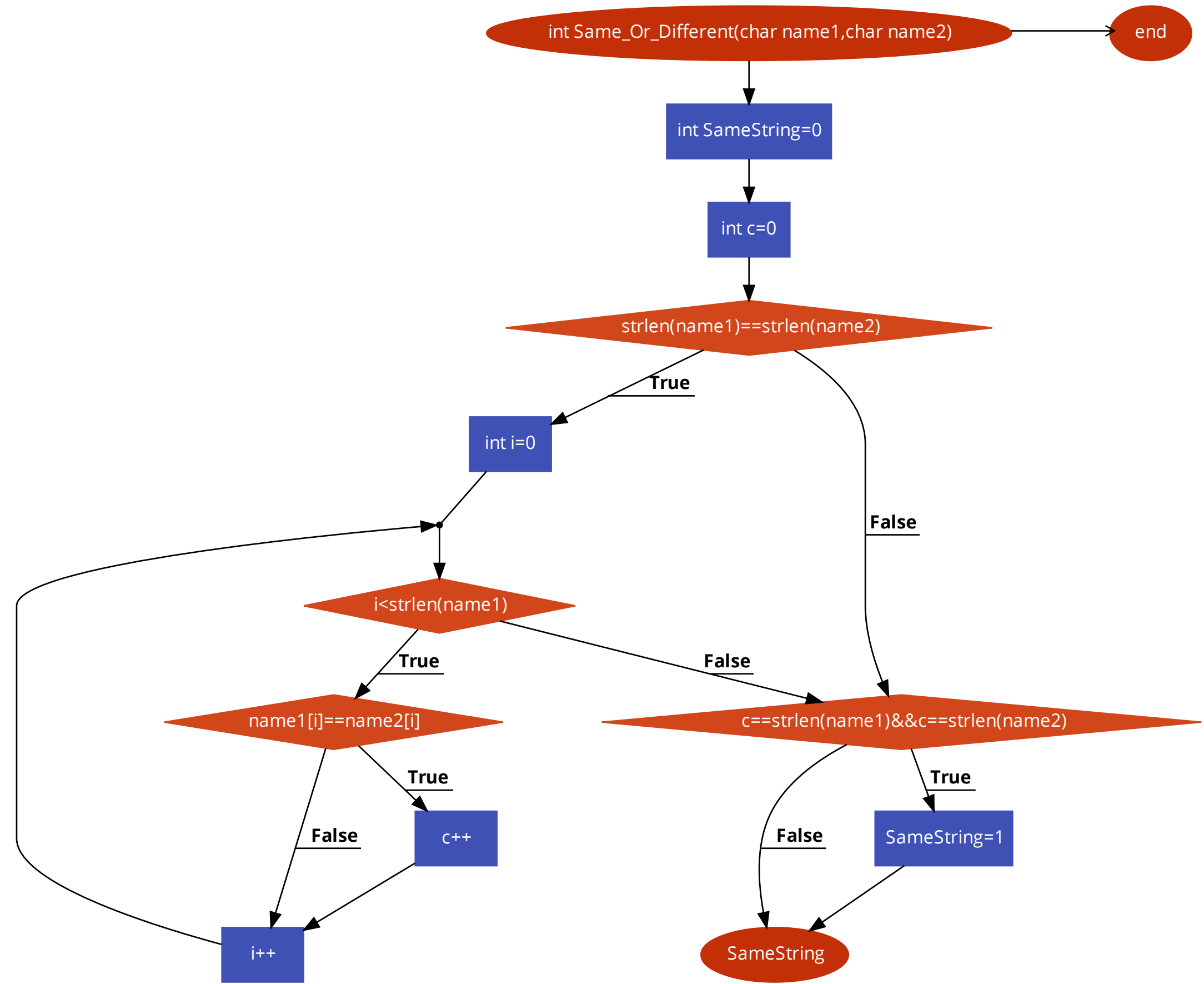
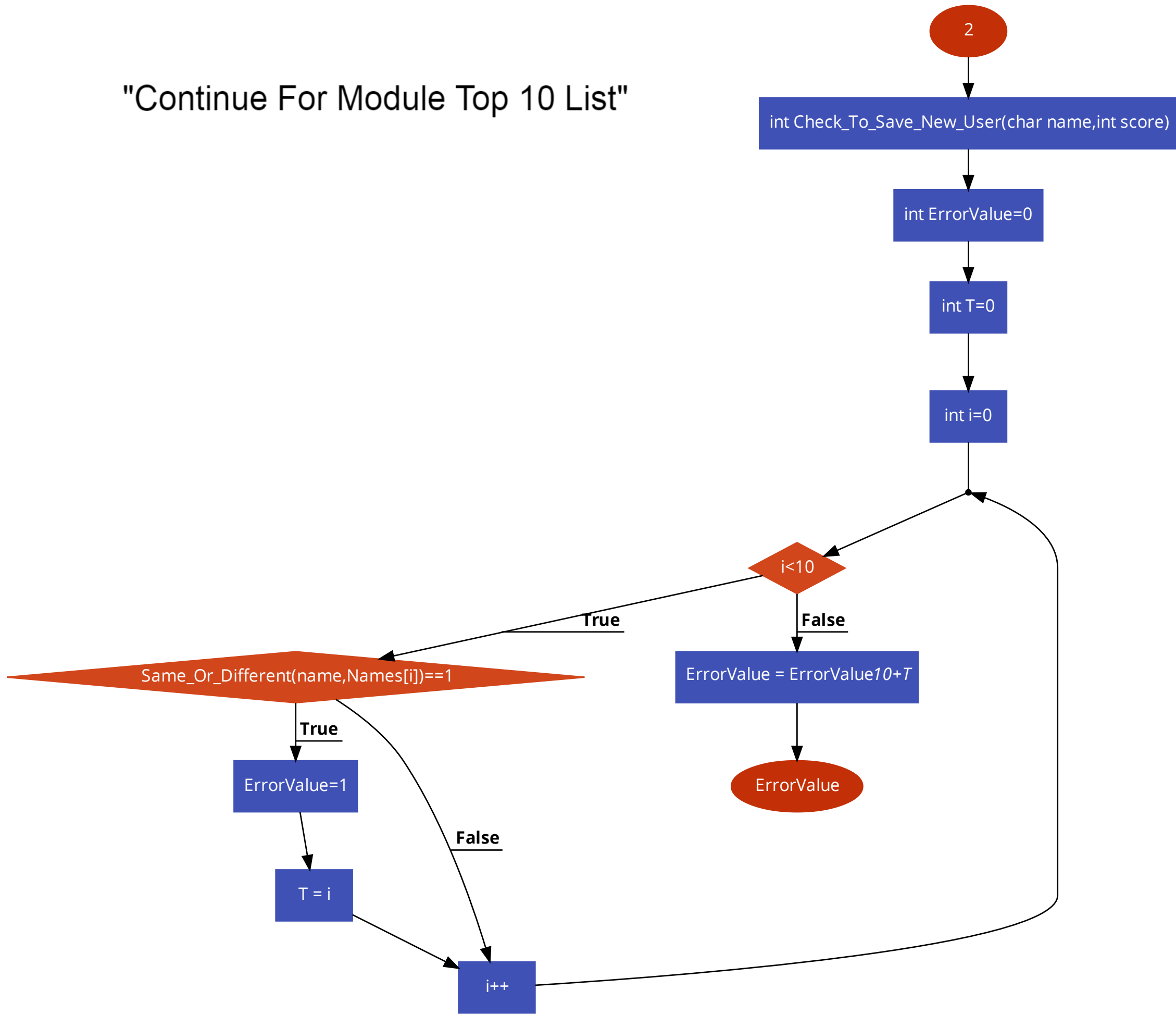
Module For "Top 10 List "



"Continue Module Top 10 List"



"Continue For Module Top 10 List"



Module For "Undo and Redo"

