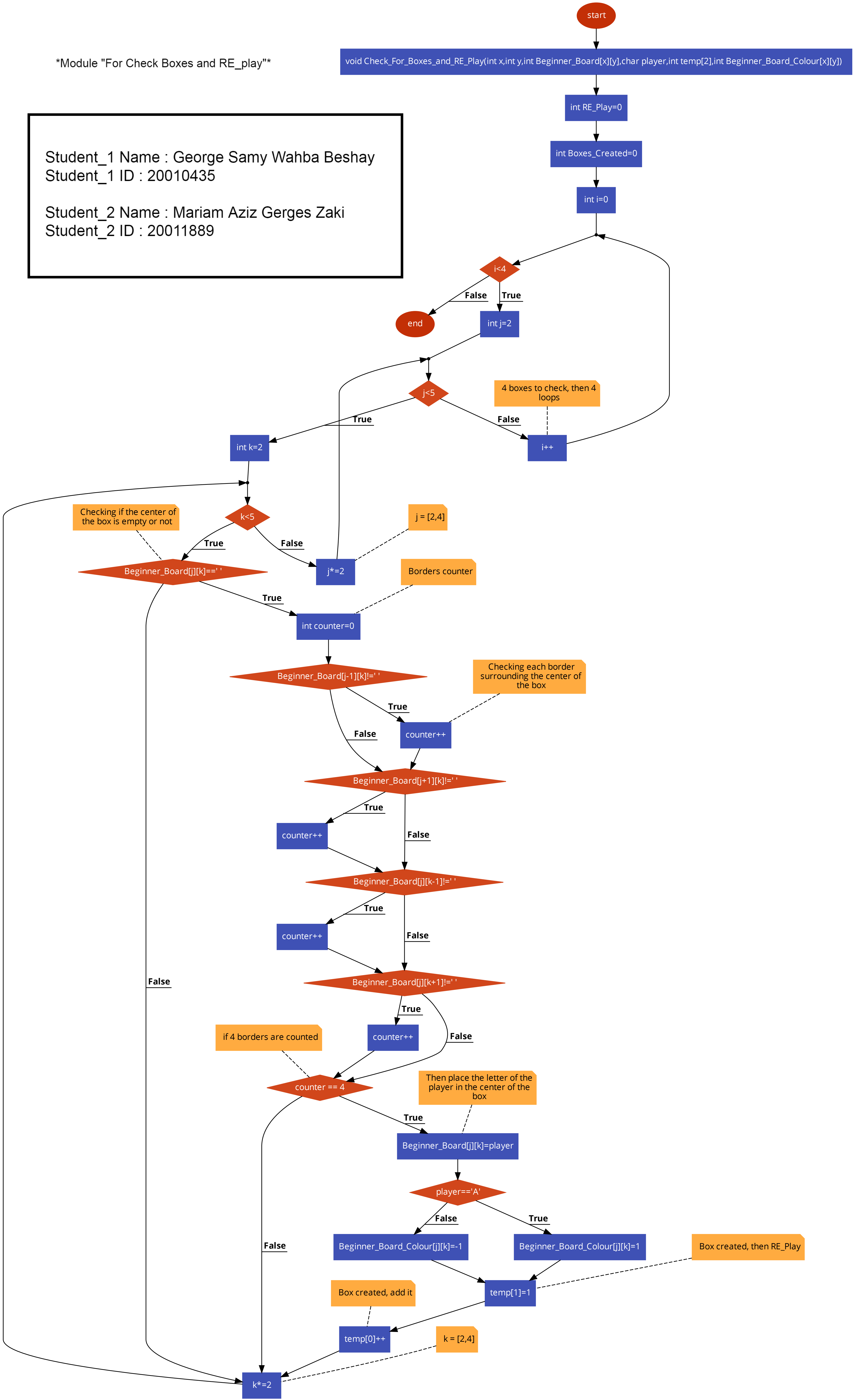


\*Module "For Check Boxes and RE\_play"\*

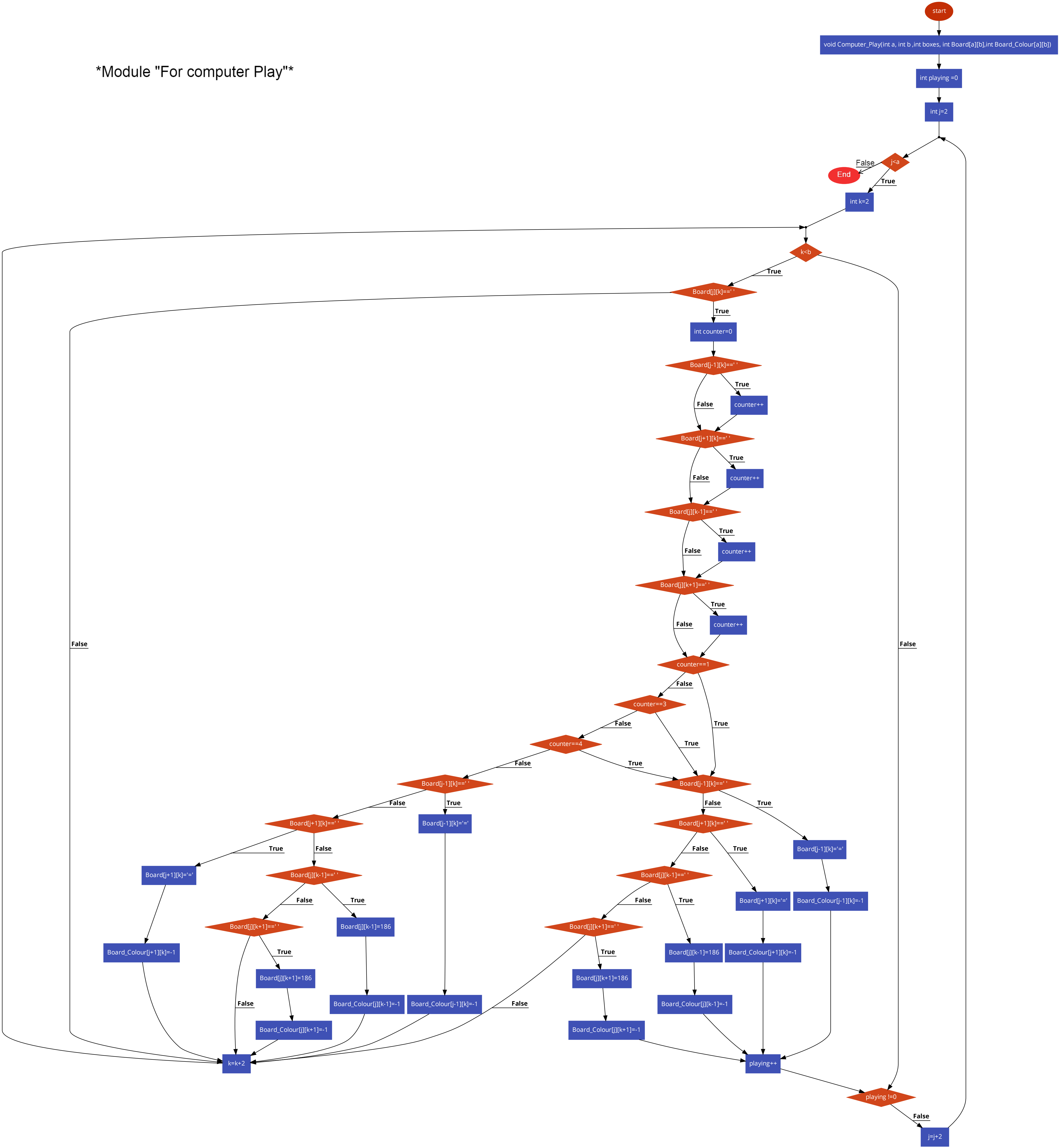
```
void Check_For_Boxes_and_RE_Play(int x,int y,int Beginner_Board[x][y],char player,int temp[2],int Beginner_Board_Colour[x][y])
```

Student\_1 Name : George Samy Wahba Beshay  
Student\_1 ID : 20010435

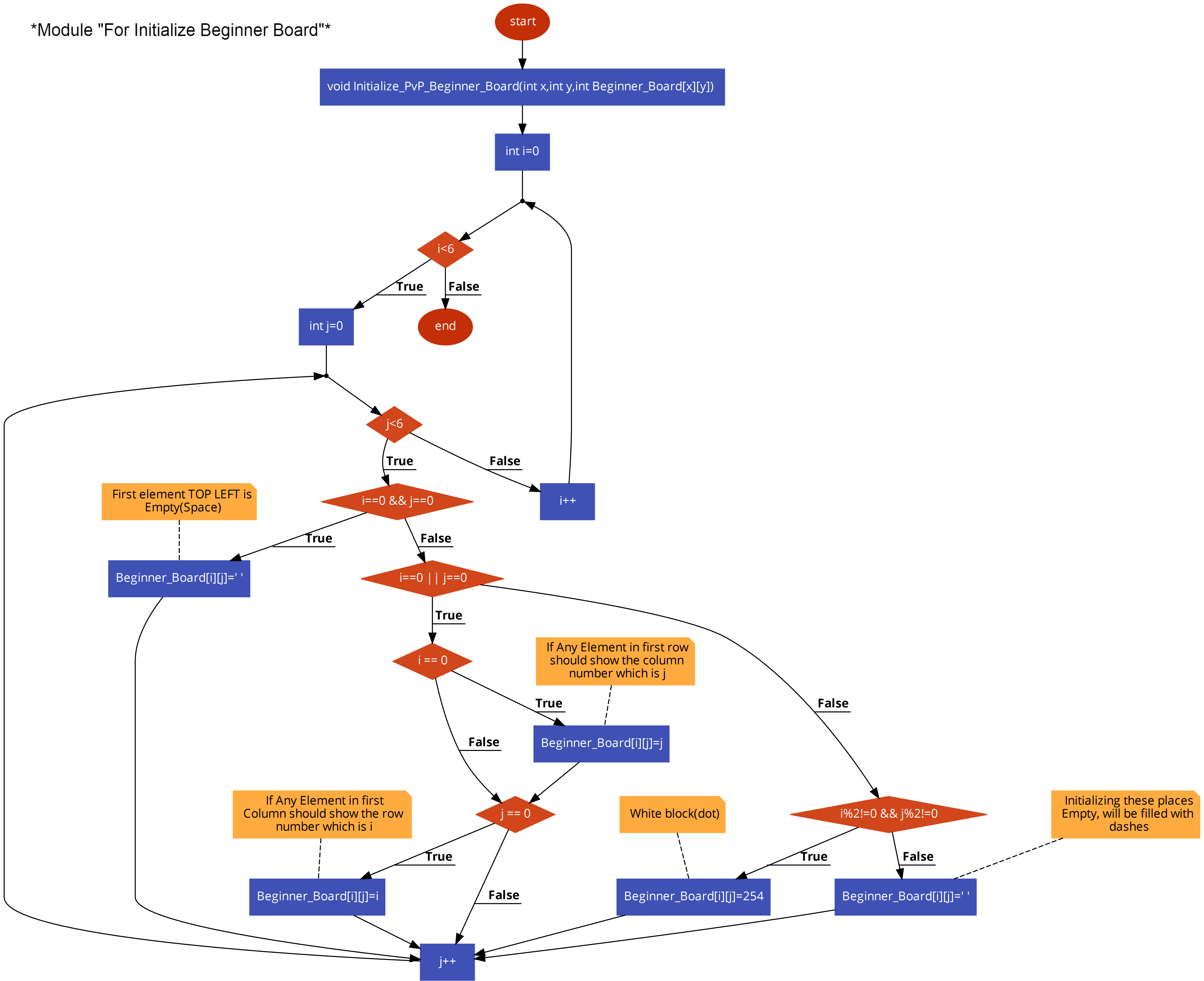
Student\_2 Name : Mariam Aziz Gerges Zaki  
Student\_2 ID : 20011889



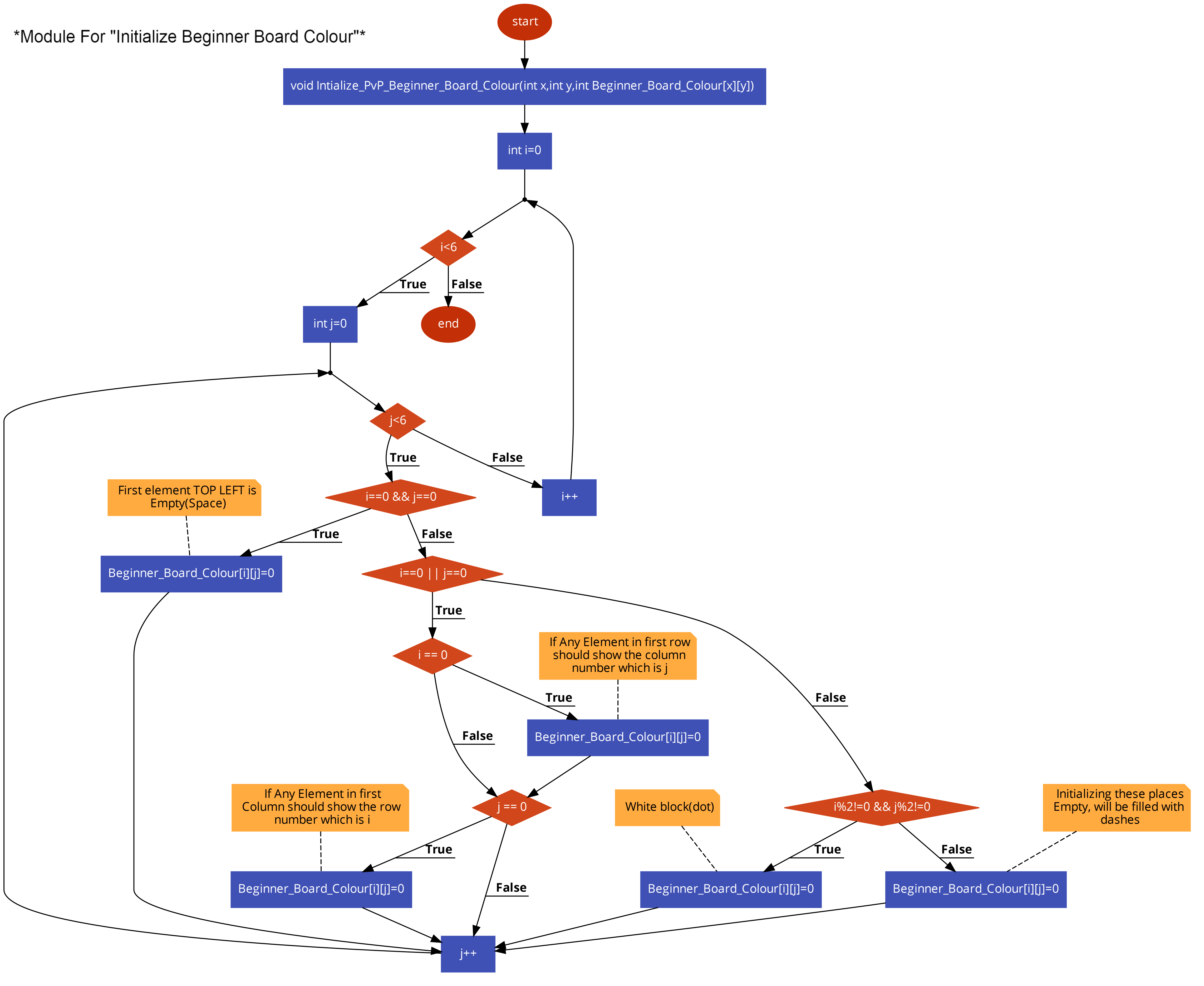
\*Module "For computer Play"\*

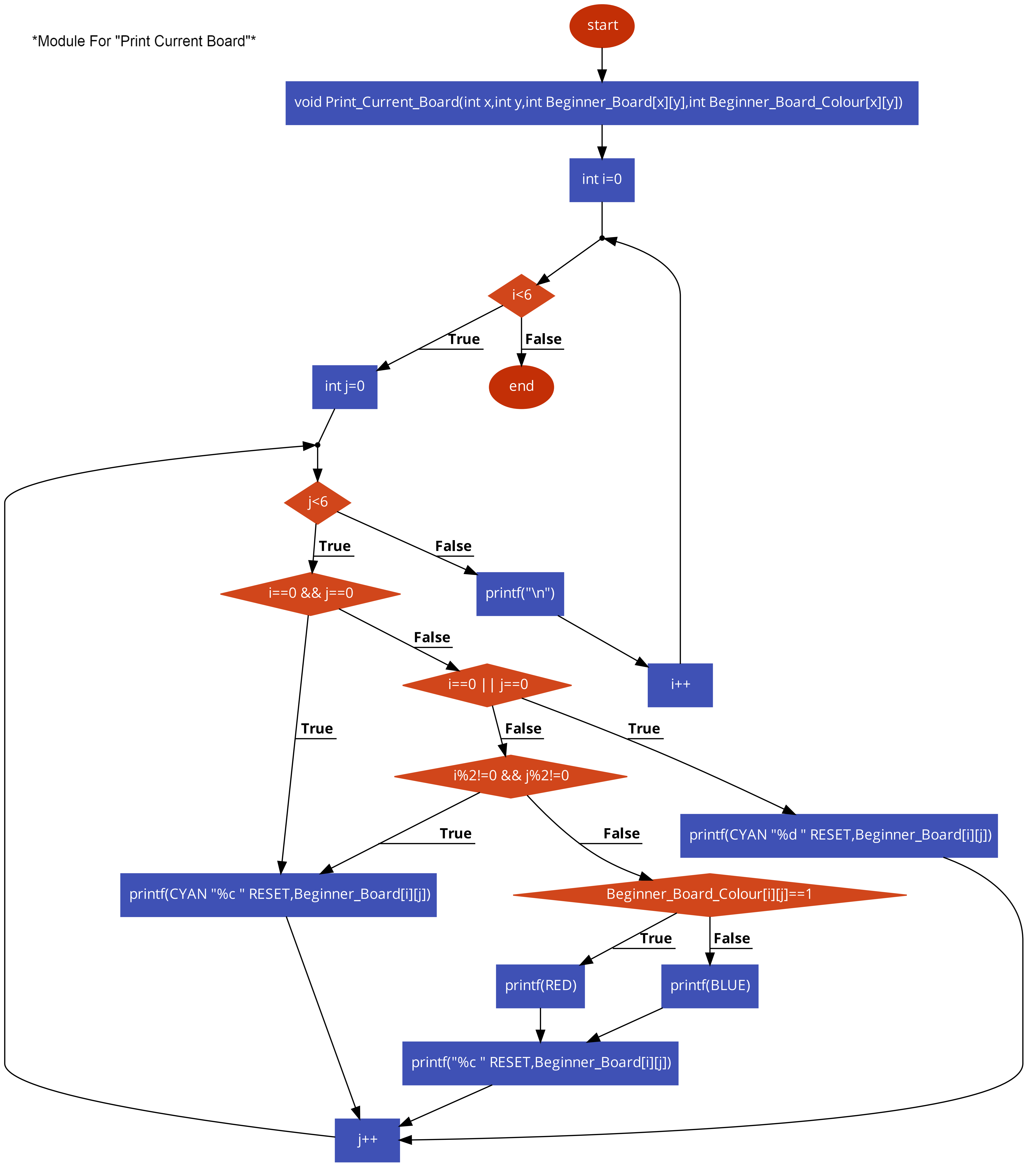


\*Module "For Initialize Beginner Board"\*

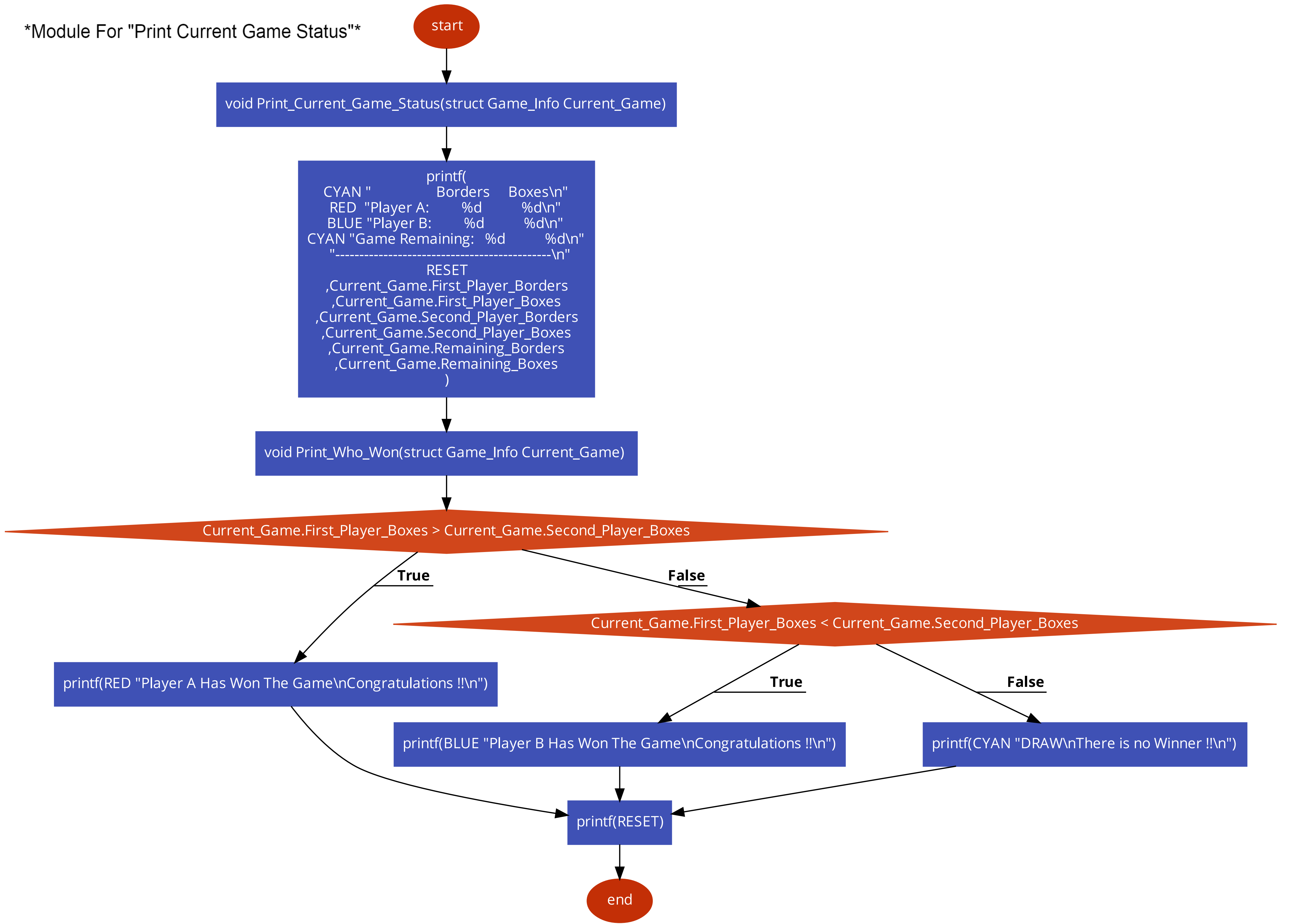


\*Module For "Initialize Beginner Board Colour"

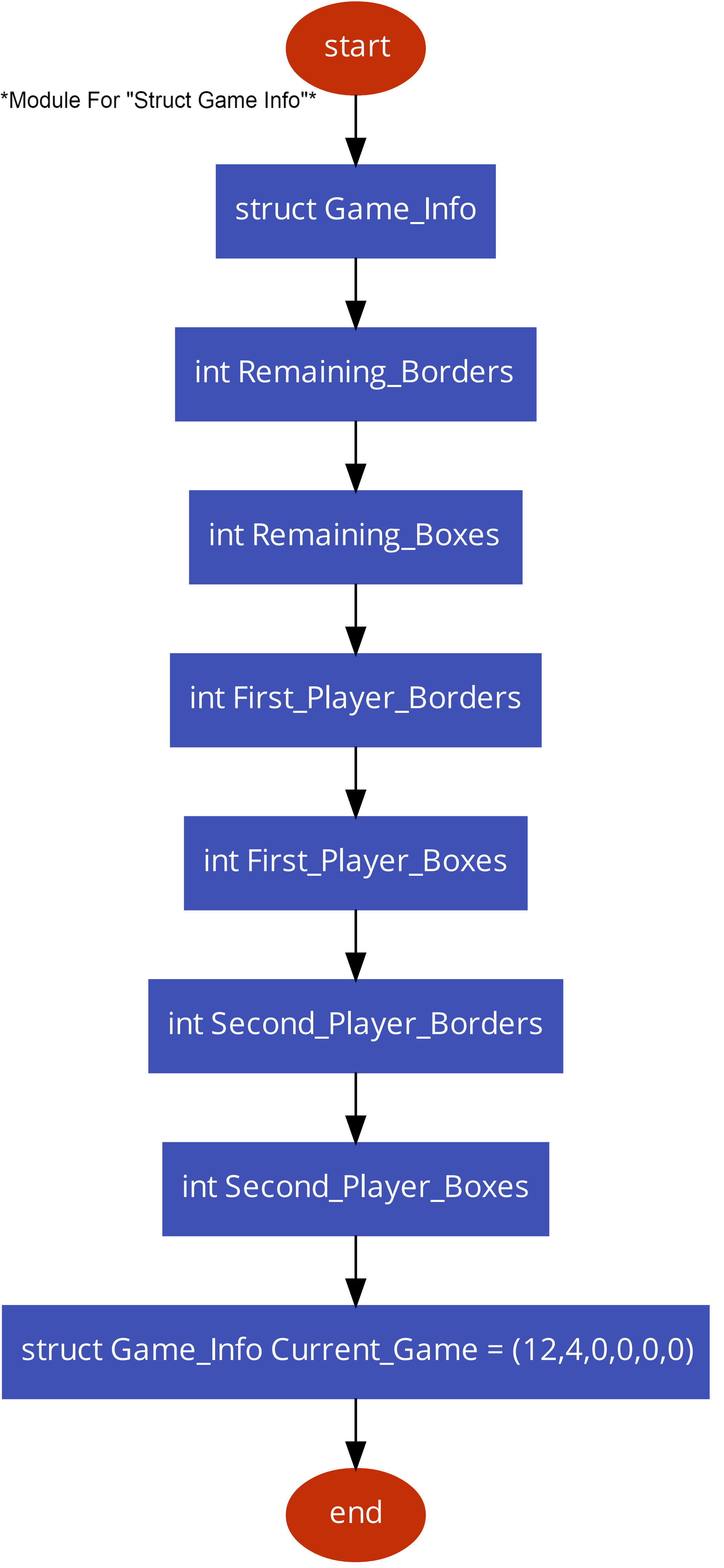




\*Module For "Print Current Game Status"







\*Module For "Struct Player Ingame Info"\*

start

struct Player\_Ingame\_Info

int Turn

int Borders

int Boxes

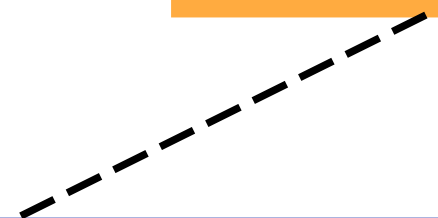
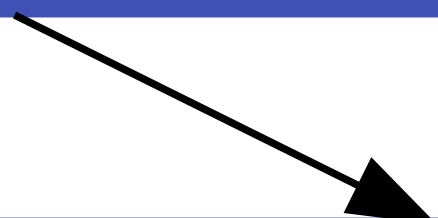
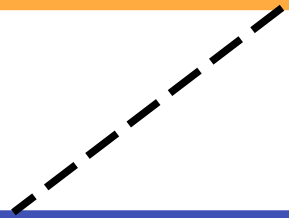
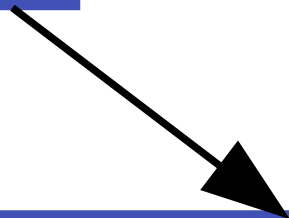
Turn of Player\_1 = 1 ,  
Borders = 0 , Boxes = 0

struct Player\_Ingame\_Info Player\_1={1,0,0}

Turn of Player\_2 = 0 ,  
Borders = 0 , Boxes = 0

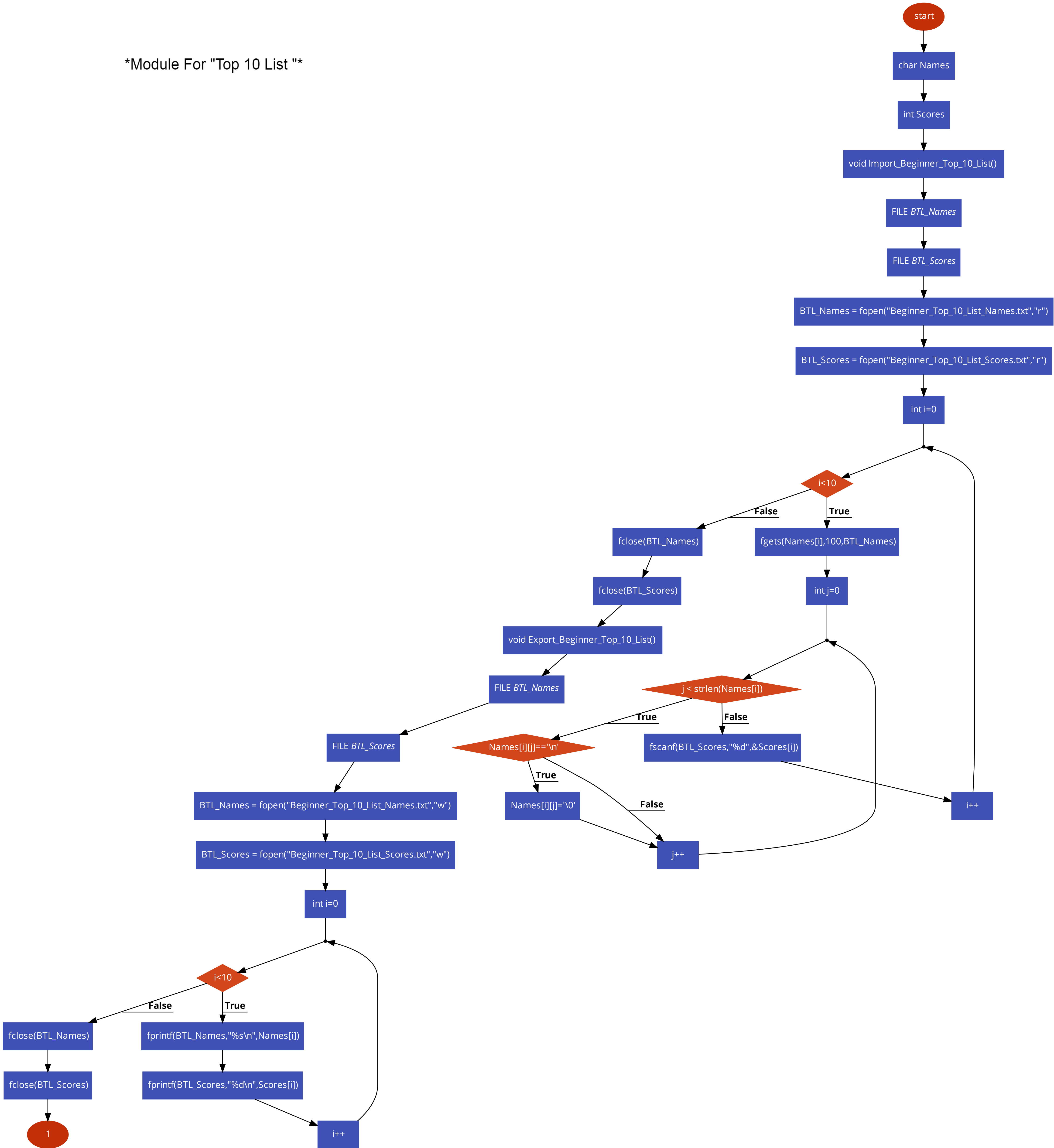
struct Player\_Ingame\_Info Player\_2={0,0,0}

end

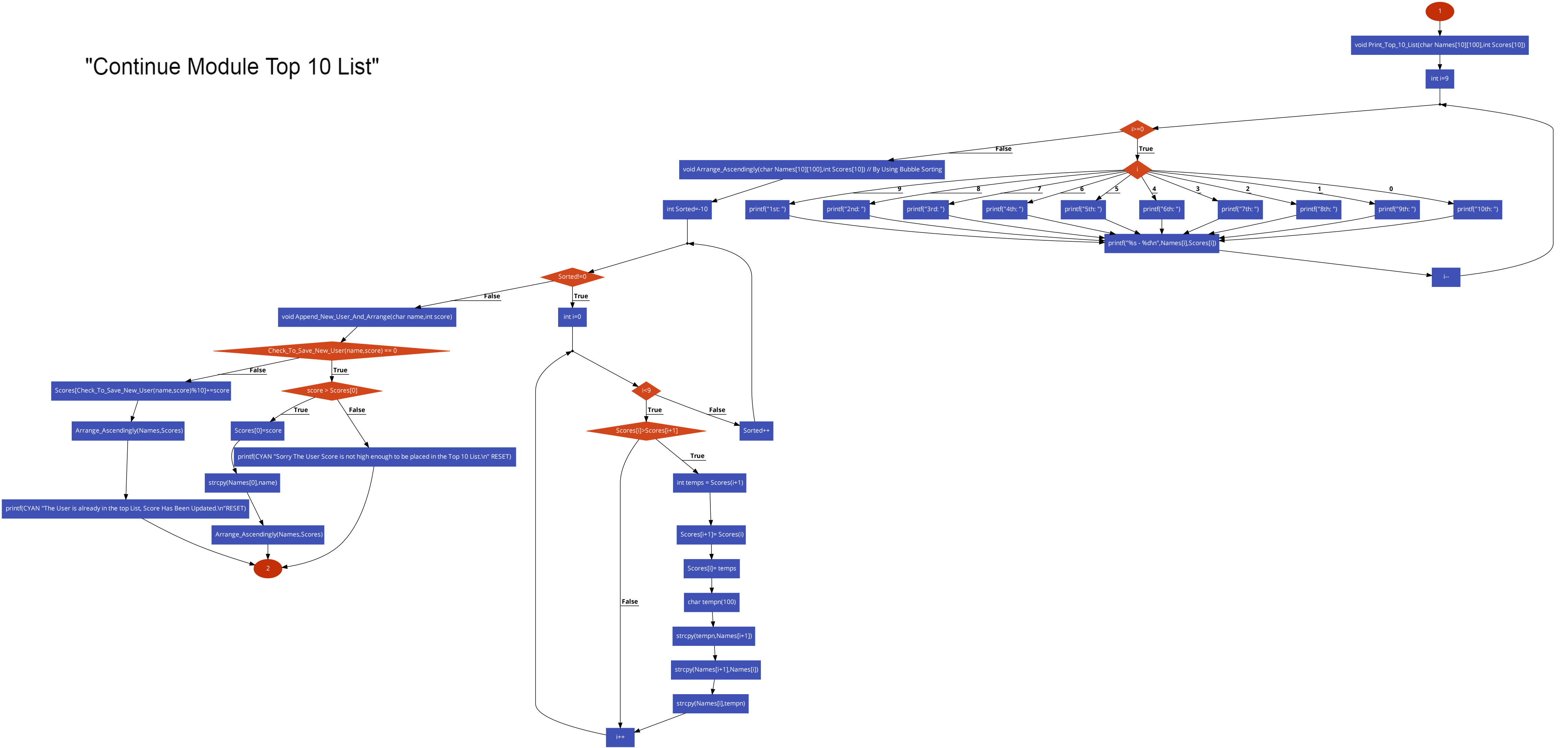




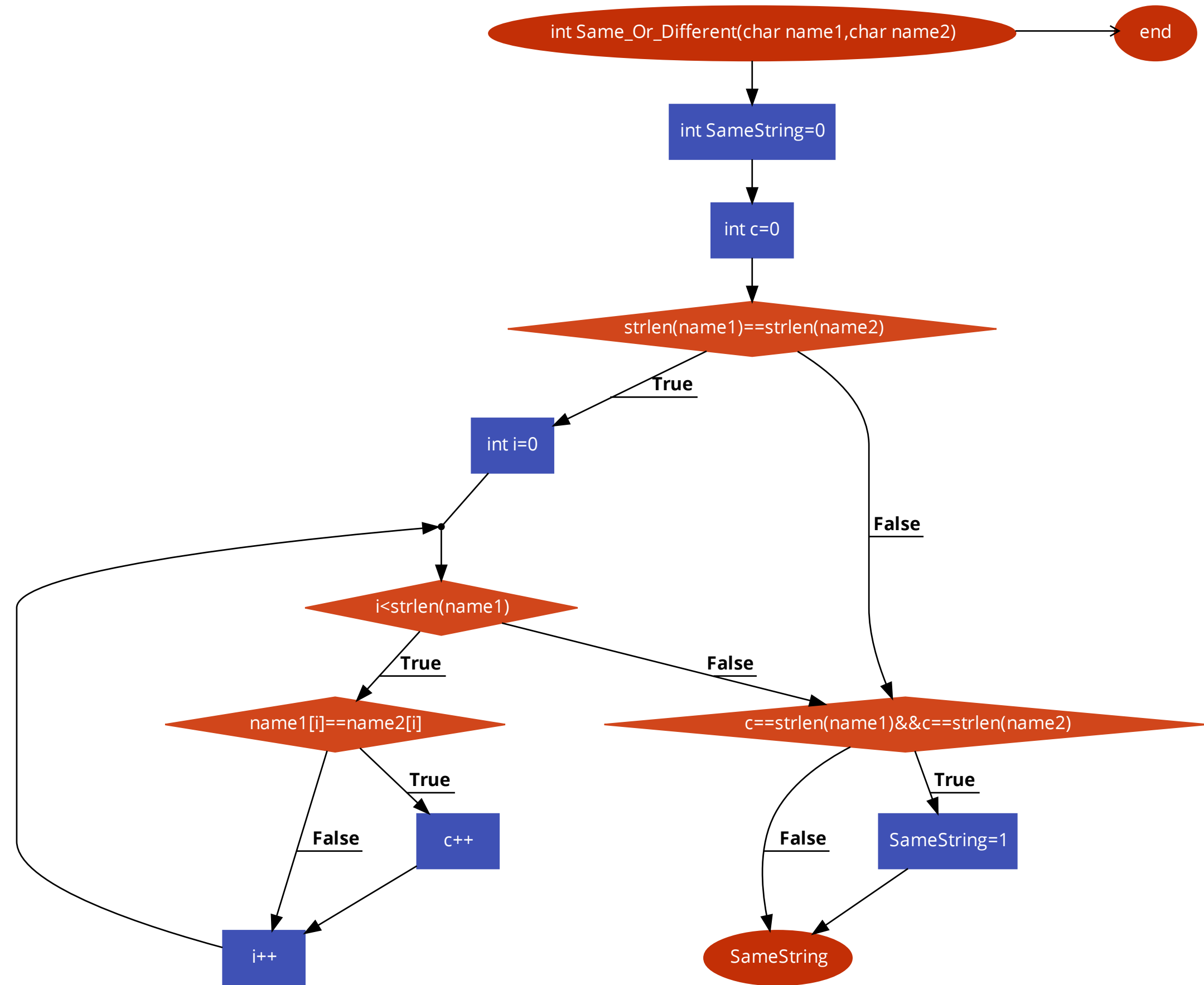
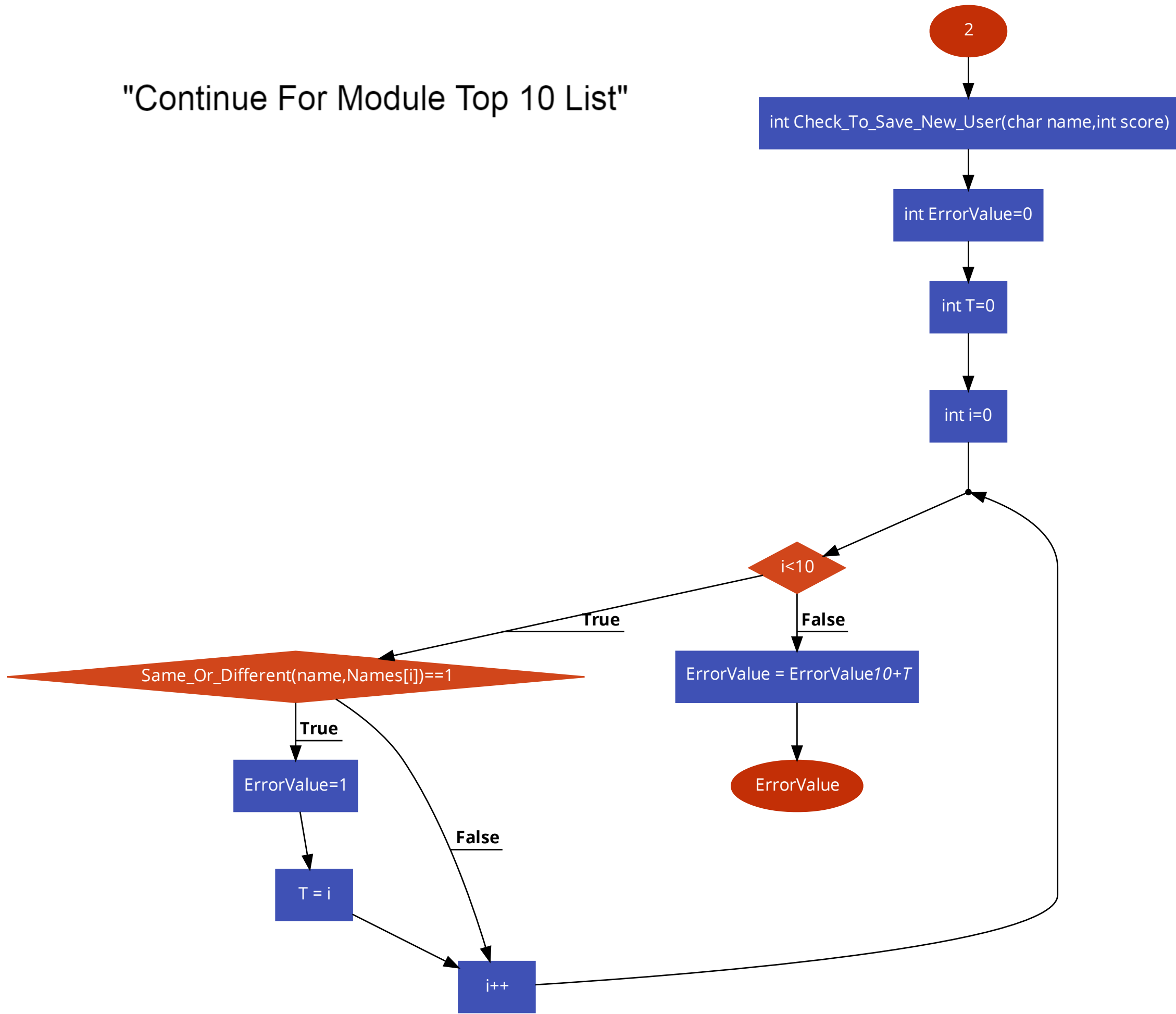
\*Module For "Top 10 List "\*



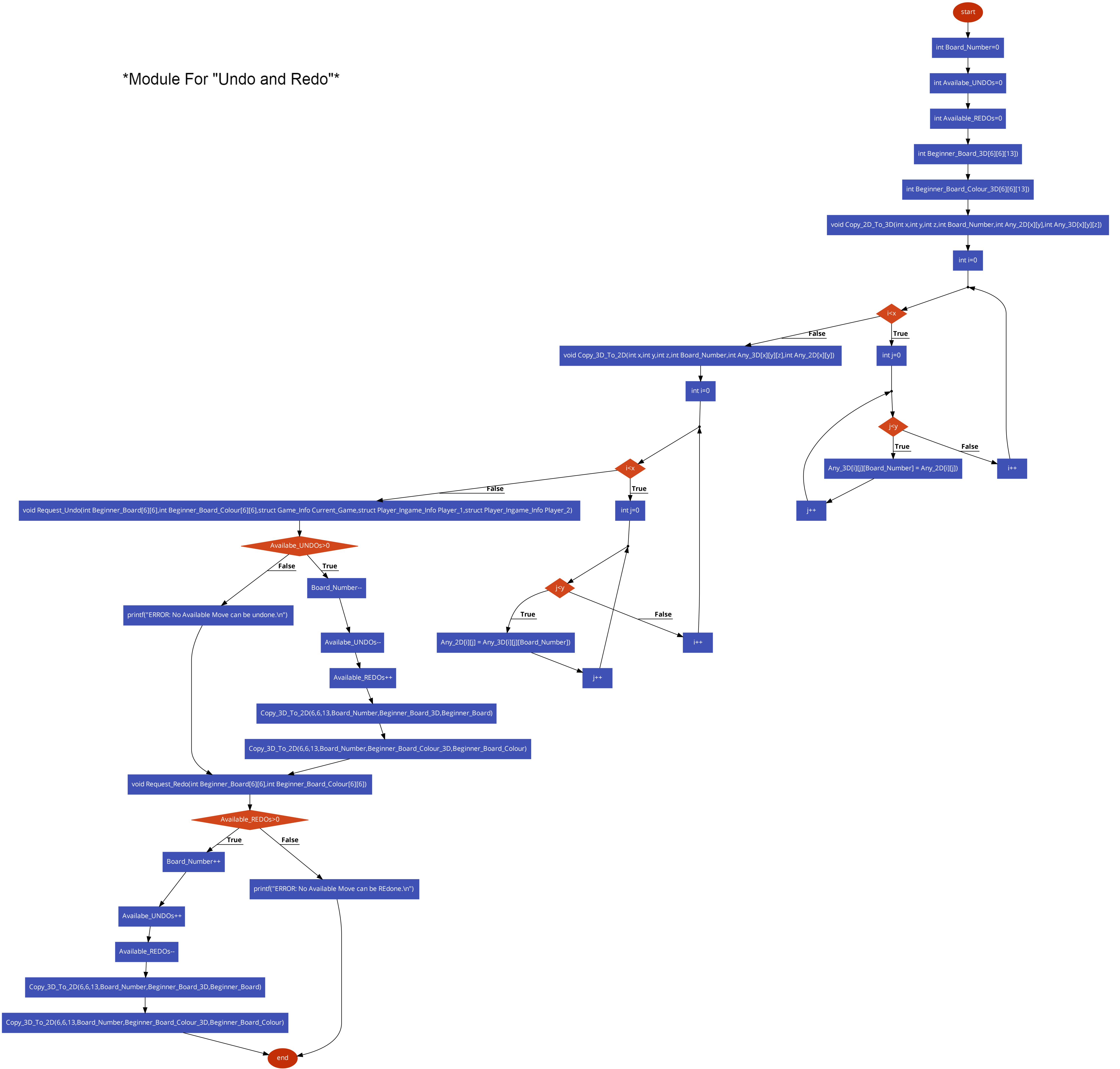
"Continue Module Top 10 List"



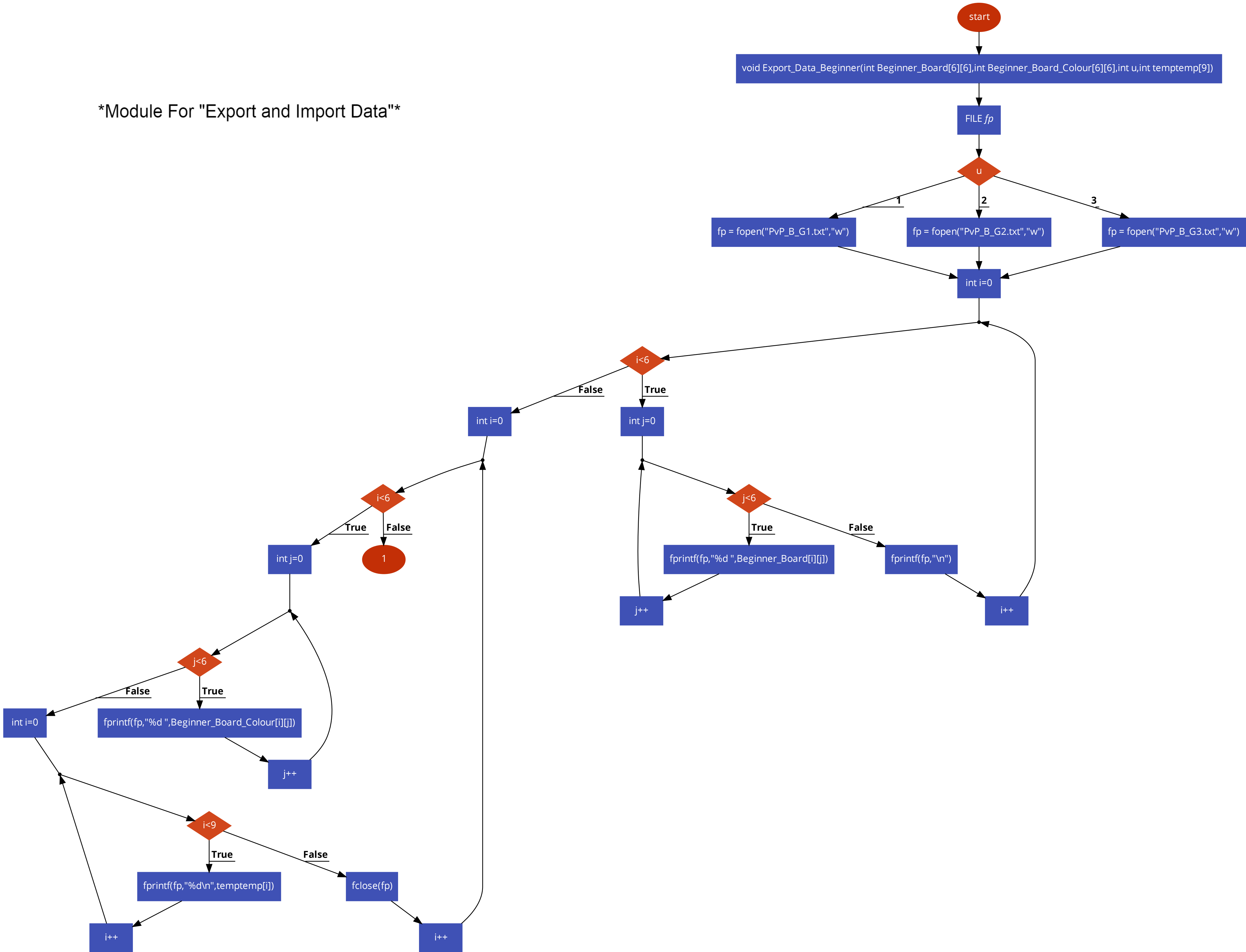
"Continue For Module Top 10 List"



\*Module For "Undo and Redo"\*



\*Module For "Export and Import Data"\*



## "Continue Module Export and Import Data"

