# Baby Block Design Document

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!!!! This design is not the one implemented because it fails to stick to the limitations of the project!!!!

We use three functions in our main program, these are on separate flowcharts. They are as follows:

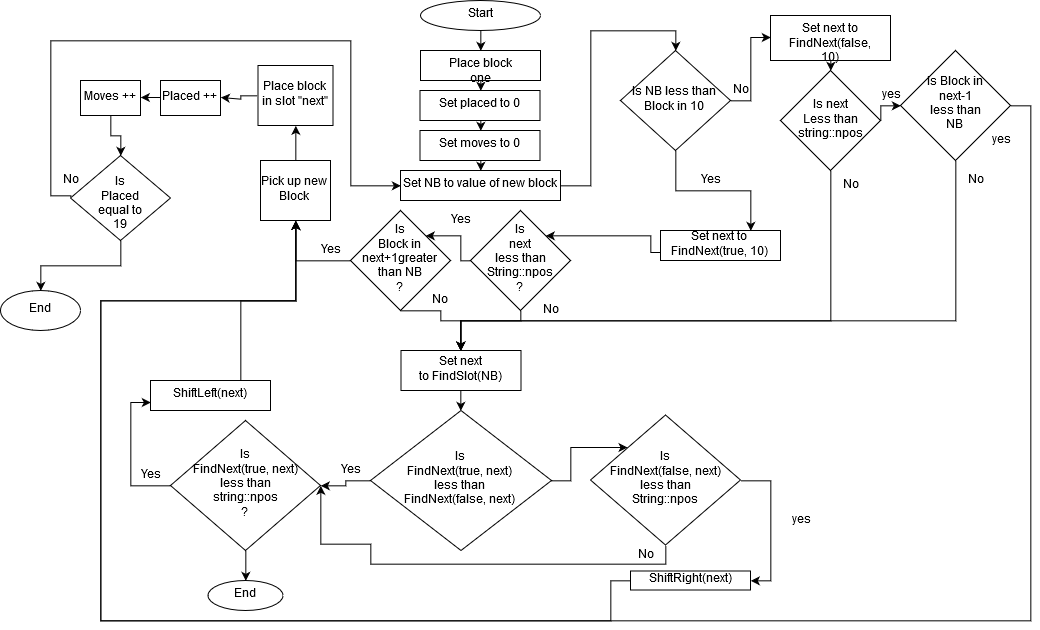
Void ShiftRight(int from, int moves)

Void ShiftLeft(int from, int moves)

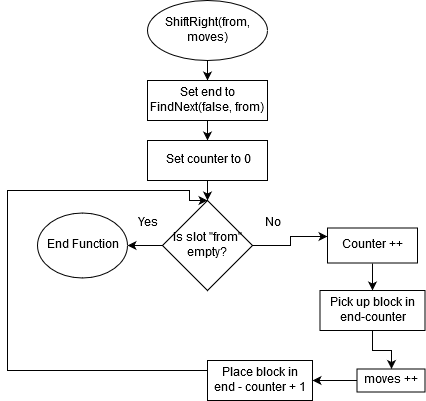
Int FindNext(bool dir, int start)

Int FindSlot(char NB)

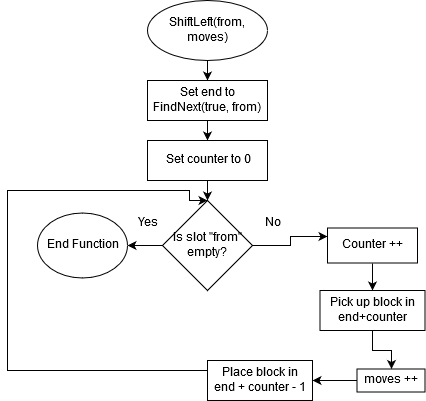
**Main program:**



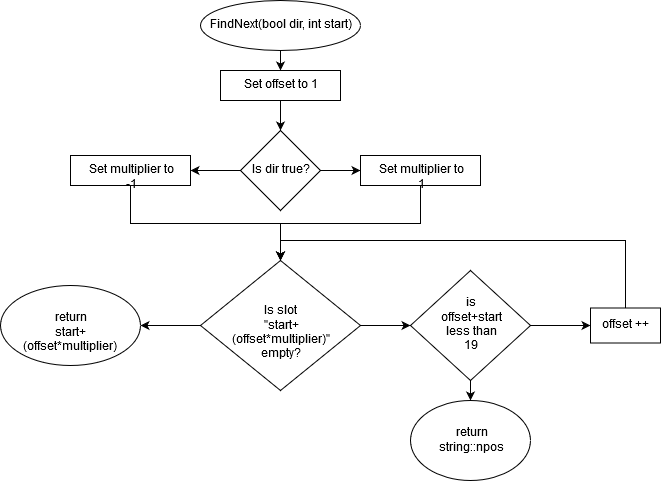
**ShiftRight:**

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**ShiftLeft:**



**FindNext:**



**FindSlot:**

