

Exercises 3

1. Develop a puzzle application. The application should have the following functionalities:
 - Have at least 10 predefined puzzle images
 - Each image should be divided into 12 pieces
 - When the user puts the piece in the wrong place, the piece should come back to place outside the puzzle border
 - After finishing the puzzle, the user should see on screen information about the time taken to finish the puzzle
2. Write unit tests to your application.