operations

COMMAND_MOVE_LEFT + COMMAND_MOVE_DOWN + COMMAND_MOVE_UP + COMMAND_MOVE_DOWN

COMMAND*

feature -- Constructor for descendant commands. make (r, c: INTEGER_32)

feature -- access game column: INTEGER_32 ga: GAME_ACCESS game: GAME row: INTEGER_32

feature -- execute and undo execute deferred end redo deferred end undo deferred end

ga+

HISTORY+

feature -- history

back

-- Move the cursor backward. extend_history (new_cmd: COMMAND)

- -- Remove all operations to the right of the current
- -- cursor to history, then extend with the new command.

forth

-- Move the cursor forward.

history: LIST [COMMAND]

is_empty: BOOLEAN

-- Is there at least one command in the history?

is_last: BOOLEAN

-- Is cursor at the last position?

item: COMMAND

-- Item at the current cursor position.

on_item: BOOLEAN

-- Is cursor at a valid position?

remove_right

board

--Remove all elements to the right of the current cursor in history.

GAME_ACCESS

create

default create

feature -- Games

Game: GAME

once

end

invariant

Game = Game

ga+ + SOLITAIRE_USER_INTERFACE

game game+

GAME

board+

