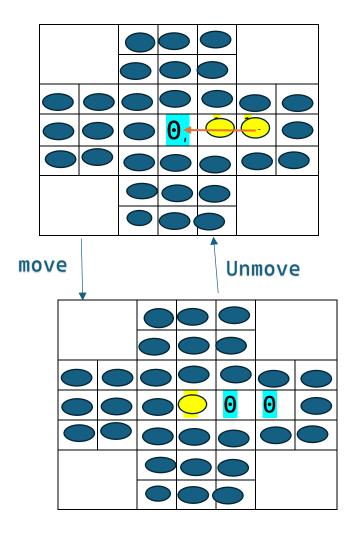
(DIR=0)// MOVE LEFT

```
#MOVE
table[row][col] = table[row][col - 1] = 0;
table[row][col - 2] = 1;
return true;
```



.....

(DIR=1)// MOVE RIGHT

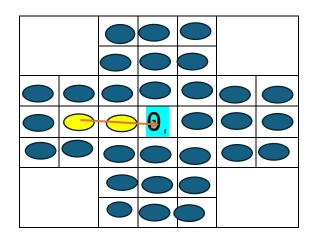
```
#MOVE
    table[row][col] = table[row][col + 1] = 0;
    table[row][col + 2] = 1;
    return true;
```

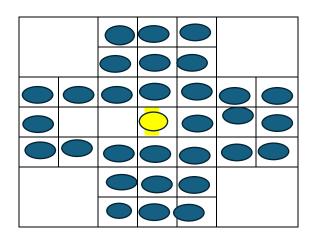
```
{1, 1, 1, 0, 1, 1, 1},

{1, 0, 0, 1, 1, 1},

To undo
  table[row][col] = table[row][col + 1] = 1;

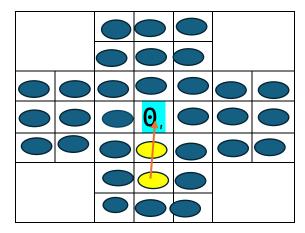
table[row][col + 2] = 0;
```

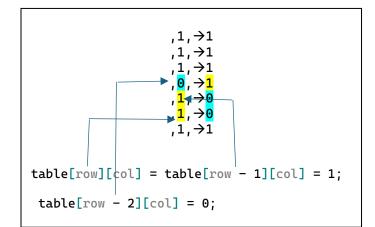


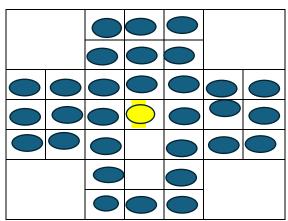


(DIR=2)// MOVE UP

```
#MOVE
  table[row][col] = table[row - 1][col] = 0;
  table[row - 2][col] = 1;
  return true;
```







......

(DIR=3)// MOVE DOWN

```
#MOVE
    table[row][col] = table[row + 1][col] = 0;
    table[row + 2][col] = 1;
    return true;
```

