

CMPE 230 Systems Programming

Homework 3

(this project can be done groups of at most 2 students – Deadline: May 15th)

Develop a QT program that implements “Find The Pair” game.

Pairs	5	Tries	11	Reset	
X	X	X	X		X
		X		A	X
X		A			X
X	X		X	X	X

Notes:

- You can assume the program is to be implemented as a one-person game. See <http://mypuzzle.org/find-the-pair> . You should report how many pairs you find out of the number of tries.
- You can assume the cards are implemented as buttons with letters.
- Assume the letter X represents the back of the card.