Think-Thank-Thunked
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APCS02 pd08
HW56 -- Orienting Up Your Goer
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RC

- color[][] front   //faces of the cube
- color[][] back
- color[][] right
- color[][] left
- color[][] up
- color[][] down
- int size   //side length of face
- Stack<int> moves   //stack of moves to get to solution

+ void shuffle()
+ boolean isSolved()
+ String toString()
+ void reset()   //cube becomes solved
+ void getHint()   //pops the moves stack and displays it for user

abs void turn(color[][] a, color[][] b, color[][] c, color[][] d ,color[][] e) //rotates faces based on order of parameters, order changes for each type of rotation
+ void turnF()   //wrapper class for turning
+ void turnB()
+ void turnR()
+ void turnL()
+ void turnU()
+ void turnD()

+ void rotateUp   //reassigns instance vars
+ void rotateDown
+ void rotateLeft
+ void rotateRight

Two

+ void Two()

+ void turn(color[][] a, color[][] b, color[][] c, color[][] d ,color[][] e)

Three

+ void Threex()
+ void turn(color[][] a, color[][] b, color[][] c, color[][] d ,color[][] e)

Driver

+ void setup()
+ void draw()