



Programming Lab 6C

Sliding 15-Puzzle

Topics: Compare and branch instructions, nested loops, pointers.



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Lab6C-Main.c

Prerequisite Reading: Chapters 1-6

Revised: January 22, 2021

Background¹: A “sliding” puzzle is a combination puzzle that challenges a player to move tiles on a two-dimensional array of cells so as to establish a certain end-configuration. Finding moves and the paths opened up by each move within the two-dimensional confines of the array are important parts of solving sliding block puzzles.

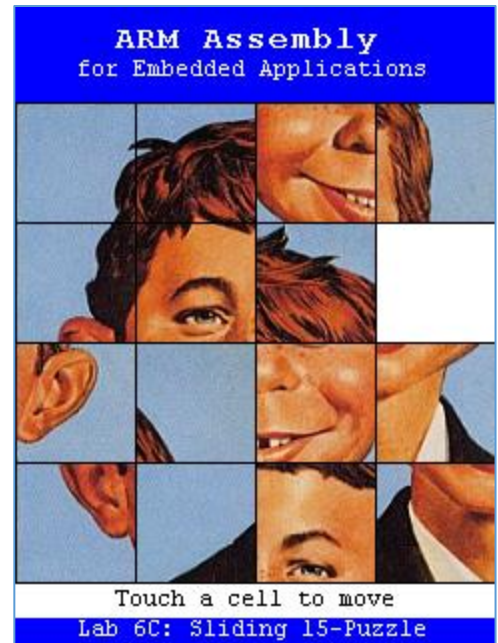
Assignment: In this lab, the puzzle is displayed within a 4x4 array of 16 cells. An image has been divided into 16 tiles of 60x60 pixels each with 15 of the tiles placed into the array. Each pixel is stored as a 32-bit value containing 8 bits each of its red, blue, green and intensity components.

The main program will compile and run without writing any assembly. However, your task is to create equivalent replacements in assembly language for the following two functions found in the C main program.

```
void CopyCell(uint32_t *dst, uint32_t *src) ;  
void FillCell(uint32_t *dst, uint32_t pixel) ;
```

Function `CopyCell` copies all the pixels of one cell to another and `FillCell` fills a cell with white pixels. Parameters `dst` and `src` contain the address of the pixel in the top left corner of a cell. The original C versions have been defined as “weak” so that the linker will automatically replace them in the executable image by those you create in assembly; you do not need to remove the C versions. This allows you to create and test your assembly language functions one at a time.

Test your code using the main program. Tiles may be moved only if they are moved to an adjacent empty cell. When the program starts, it performs a sequence of random moves and then displays the scrambled image that results. The objective is to use the fewest number of moves to unscramble the tiles so that the image is displayed correctly. Touching a tile that is adjacent to an empty cell will move the tile into the empty cell. The program records a history of up to 1000 such moves; touching the empty cell undoes the most recently recorded move. Pressing the blue pushbutton will undo all moves to display the original (unscrambled) image.



¹ https://en.wikipedia.org/wiki/Sliding_puzzle