**Function Trace**

G2048(char\* filename)

if filename = NULL

addTile()

else

loadGame(char\* filename)

if file fails to load

addTile()

startGame()

initializeRandomGenerator()

hasMove()

while hasMove() returns true or quit = false

drawBoard()

system(“cls”)

if system(“cls”) returns 1

system(“clear”)

hasReached2048()

getInput()

move(char direction)

if move(char direction) returns true

addTile()

saveGame()