My name is Hristo and im going to show you my dot net core project "Rubiks cube". With this program u can help yourself with solving the cube by tracking all the moves. In every cube my program I’ve put in the center a number which represents the color of the cube. Around the center cubie has 2 numbers where the first is its color and the second number is the neighbors color. (show example) And the corner cubie has 3 numbers which are - first for its color and 2 and 3 for the neighbors colors. (show example)

The RubikPattern class records the interesting patterns. The CubeReader class helps input the state of a Cube into the program. The ConsoleColor helps setting background and foreground colors. The MoveHistory records all the steps we have made so far.

\*\*\*\*//When we apply a move we can use lower and upper cases or x,y,z to make a move. The uppercase letters represent the side facing us and the lower cases represent the current layer we've entered and the corresponding middle layer. The x,y,z are for rotating the cube. We can type multiple commands instead of 1. The more the commands the more the steps counted. I've implented commands which can help us to track our moves more easily like history and undo. If we decide to give up on this try and want to start fresh we can just write reset to go back to the first cube . The list command shows you different start patterns which u can use by entering a number from zero to fourty-three. The exit command terminates the program. By entering help in the console it shows us the commands we can enter and other help stuff.