# CS611-Assignment < # >

## < ASSIGNMENT NAME >

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## Files

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This section should be all of the source code files that have a .java extension. You should also include a brief description of what the class does.

Main.java: This class includes all of the game and its operation logic.

## Notes

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Please explain the cool features of your program. Anything that you feel like you did a good job at or were creative about, explain it in bullets here. Additionally, any design decisions should be made here.

1. When generating a new board, it will avoid the two situations: no solution and completed game.
2. Using the reverse order and the position of the blank to determine whether the game is solvable.

## How to compile and run

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Your directions on how to run the code. Make sure to be as thorough as possible!

1. Go to my github repository named CS611.
2. Filepath /CS611/CS611\_hw/src/Main.java to start and run the game.
3. Related UML graphs are also in /CS611/CS611\_hw.

## Input/Output Example

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Please give us a full execution of what we should see on the screen. Label each text with input and output. For example:

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Output:

[+] === Welcome to Sliding Puzzle Game ===

[+] Enter number of rows :

Input:

[+] 2

Output:

[+] Enter number of cols:

Input:

[+] 2

Output:

+--+--+

| |2|

+--+--+

|1|3|

+--+--+

Please choose to continue or quit (c=continue, q=quit)

Input:

1

Output:

+--+--+

|1|2|

+--+--+

| |3|

+--+--+

Please choose to continue or quit (c=continue, q=quit)

Input:

3

Output:

+--+--+

|1|2|

+--+--+

|3| |

+--+--+

Congratulations !!!

Goodbye!

```