

## Readme

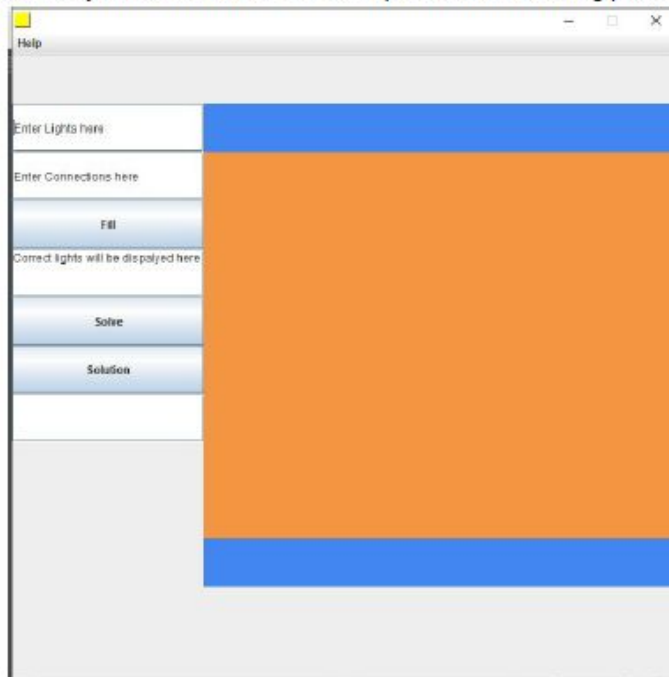
Open a terminal window, navigate to the folder of  
'Etedue9V2.java'.

Compile the program by entering:

*javac Etedue9V2.java in Terminal.*

Enter *java Etedue9V2* to run the program.

A new system-based window should open, with the following presentation:



Lights can be entered as capital letters in the top left box.

The box below that can take line-separated sets of 2 Capital letters(E.G AB CD) made up of letters used in the top box.

By pressing 'Fill', the above lights with given connection will be drawn, with connections both color-coded, and shown with a blank end->square end connection.

Solve can be pressed to automatically solve the next required step in the program, and 'Solution' Can be pressed for the lights that need to be switched to be displayed.

Further help and information can be retrieved by navigating to the 'help' menu item.

## Testcases:

Simple case:

**Before**

Help

ABCDEF

AB CD CE EA

Fill

Correct lights will be displayed here

Solve

Solution

**Fill**

ABCDEF

AB CD CE EA

Fill

Correct lights will be displayed here

Solve

Solution

**Solution**

Help

ABCDEF

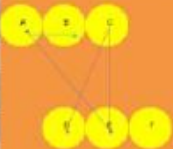
AB CD CE EA

Fill

All lights can be turned off by pre-posing the following:  
A C F

Solve

Solution



**After A C F**

ABCDEF

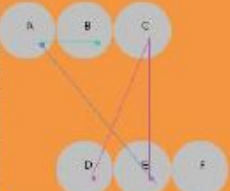
AB CD CE EA

Fill

All lights can be turned off by pre-posing the following:  
A C F

Solve

Solution



Advanced Case(With Errors and Impossible to solve):

A B C D E F gh FR 23 1

AB CA BA ZT FE

Fill

Max lights of 5 can be turned off b  
y pressing the following:  
C D F

Solve

Solution

2 invalid, must be capital letter  
3 invalid, must be capital letter  
1 invalid, must be capital letter

