

board_type Header Documentation

This header introduces the model for a Board of a game of lights out.

```
initializeBoard(int height, int width)
```

Initializes a board with the dimensions height x width playable area.

```
makeMove(board_type board, int i, int j)
```

A move will be made on the position (i, j), where i is on the height axis and j is on the width axis.

The upper left corner has the coordinates (1,1).

```
printBoard(board_type board, FILE * stream)
```

Prints the state of the board into an io stream specified by the parameter stream. If NULL is provided as stream, the standard output will be used.

Written with [StackEdit](https://stackedit.io).