Before:

-did not use triangle\_input

Triangle input is a preset order that automatically fills the board

int solve(int board[])

{

int j;

if (npegs(board) == 1)

{

triangle\_print(board);

return 1;

}

for (j = 0; j < NMOVES; j++)

{

if (valid\_move(board, moves[j]))

{

make\_move(board, moves[j]);

if (solve(board))

{

unmake\_move(board, moves[j]);

triangle\_print(board);

return 1;

}

unmake\_move(board, moves[j]);

}

}

return 0;

}

-unmake\_move position

-if the board doesn’t solve, it needs to unmake move

-if it solves, it also needs to unmake

Printing error

-when one pin is left => print

-then when the board solves, print after unmaking the move so that we can see the state before

\*Points to learn

-write pseudocode first

-think through slowly => think about the mechanism of how source code operates