Hacettepe University

Computer Engineering

BBM 201 SOFTWARE LABORATORY I

–2020–2021 Fall Semester–

ASSIGNMENT I REPORT
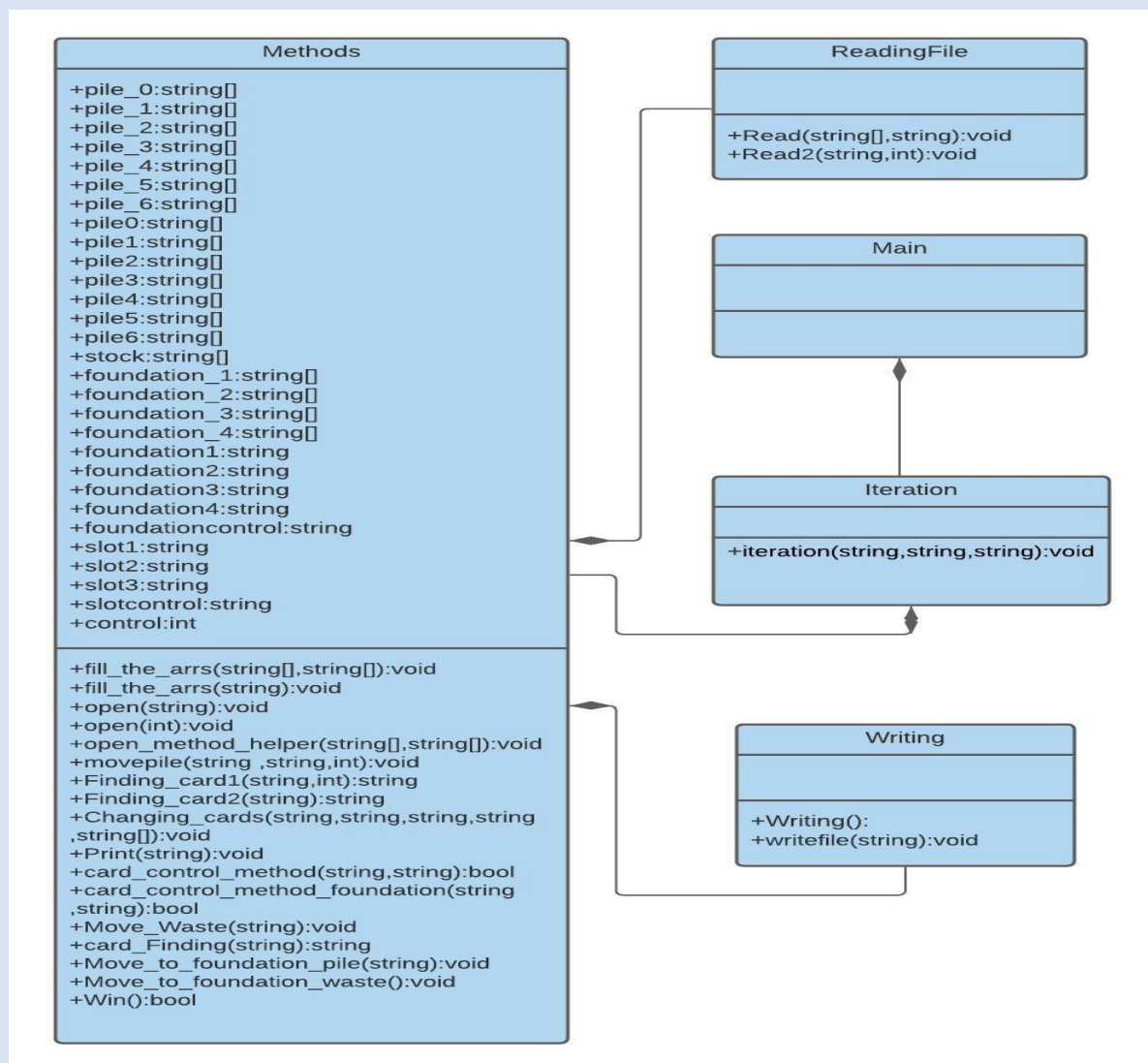
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2. Software Design Notes

     2.1. Problem:In this experiment, we are expected to use arrays in ours code. This experiment really good to be familiar with arrays because in many steps we needed to use arrays to store the cards.

     2.2. Solution:

       2.2.1. →firstly, I thought how to store the cards and move them to another cards area. İt is the most important approached in this assignment. My solution is using arrays. I used about 12 arrays(these are pile arrays,foundation arrays,and stock array)

       2.2.2 →

Main Class: In this class, I create Iteration Class object and use it to run the program.

Iteration Class: in this class, I use Methods Class object to run the methods, such as move pile,

Open from stock, etc. This classes codes are in while iteration and take commands from command file.

Methods Class: there are several methods in this class, But these are used to achieve the commands.

In addition, I created my arrays in this class, and I used them in its method.

Writing Class: It takes element from Methods to write in output file.

ReadFile Class: It takes file name from command line, after that, it opens and read the data.

2.2.3 →I used array to store the cards. Such as, I created 7 arrays to store pile cards these arrays store the pile cards, İn addition I created foundation arrays to store foundation cards.

3. Note

İf you don't write on command line "dos2unix deck.txt commands.txt". Program will give wrong output, please don't forget it.