

Tile

Programmer Manual

Tile

1. Problem Description

The Tile struct contains an x and a y position for the tile, as well as a boolean flag determining if a tile has been visited or not. Four Tile pointers are used to point to neighboring Tiles above, below, right, and left of the current Tile.

2. Struct Tile

Data Members:

int x	horizontal position of the tile
int y	vertical position of the tile
bool visited	flag determining whether the tile has been visited
Tile* above	tile pointer pointing to the above neighbor of the current tile
Tile* below	tile pointer pointing to the below neighbor of the current tile
Tile* left	tile pointer pointing to the left neighbor of the current tile
Tile* right	tile pointer pointing to the right neighbor of the current tile