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BBM203 Software Laboratory I

Assignment I

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2.1.

In this experiment, we make a game that is Solitaire by using our file txt, array and basic coding knowledge in the most efficient way.Also, we create our methods with the rules we learned from the Solitaire card game.

2.2.1.

Firstly, I started the problem by adopting every knowledge, every rule that I needed to code the game in the best way.After my research, I approached the problem by considering the idea that each method and each array that I will use with the information I will use is interconnected. Therefore, I tried to store every command I received in the most accurate way.It was one of our important parties in this experiment to print our pattern correctly with the commands we received, and to use the I / O file issue and the array correctly enough to solve our problem.

2.2.2.

I created all the methods required for the operation and movements of the game in Class1 class.

I used the ClassArray class to organize my arrays, to save the information I got from my texts into my arrays.

Class2 is a class where my methods required for card movement are called.

I used ClassFile class to improve my output. Likewise, my header () and main () methods were all to print my output.I created my txt in my creating() method.

2.2.3.

I used arrays for decks and commands in my program.In this way, I was able to save the information I got from my text. Through with deck array I understood how to start my game through with deck array and I saved the open and closed card status in another array.With my command array, I recorded what moves my user would make and enabled them to access my necessary methods accordingly. I was also able to do all my actions in the game with the card information I had stored in my deck array. It also helped me print my deck array and my command array output pattern.

I compile code with g++ *.cpp –std=c++11