

Main : There are 2 object of each class and all the objects tested seperately.

PegSolitaire: In peg solitaire class, board is initialized in initialize function.

For user to move the pegs, command should be in the format like:

"e3-d" e-> cell type 3 -> row number d-> down

When there is no move left, peg solitaire endGame function returns true and games ends automatically in playAutoAll function.

Klotski:

In klotski class function , each item on the board has its own type.

For example

C	D	D	E
C	D	D	E
B	H	H	F
B	L	P	F
A	S	S	G

P,L,A,G is the name of the each item. The ones have the same type are:

P,L,A,G -> TYPE X

F,B,C,E->TYPE Y

D->TYPE Z

H->TYPE W

We have 4 type in the board.

For each type, we are controlling the adjacent cells, if the move is selected is ok for executing, we are moving the pieces.

int MakeMove(int row, int col, char direction);

This function takes the row,col and direction and checks for the move. If the move is eligible, function makes the move.

We are saving each piece type in Object** .

Object is the inner class holds the type,name, col ,row and starting point off the pieces.

D D

D D

Each object type has a starting point, which is for controlling move. For example, the starting point of the above object is, the D at the first row and first col.

Each move is checked in terms of the starting point.