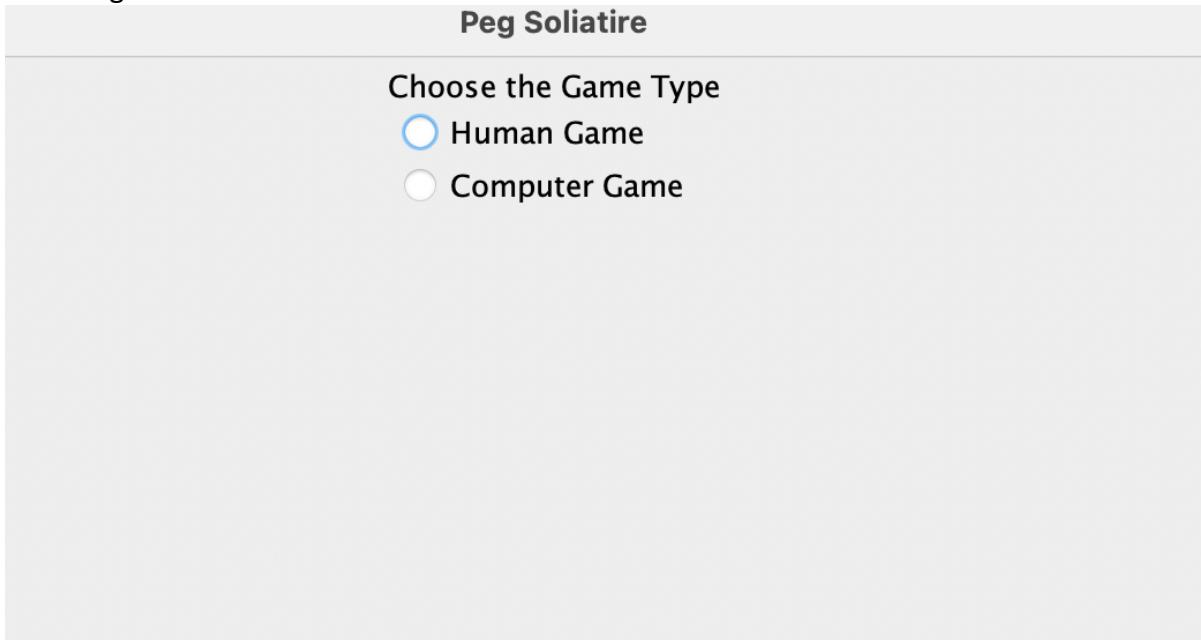


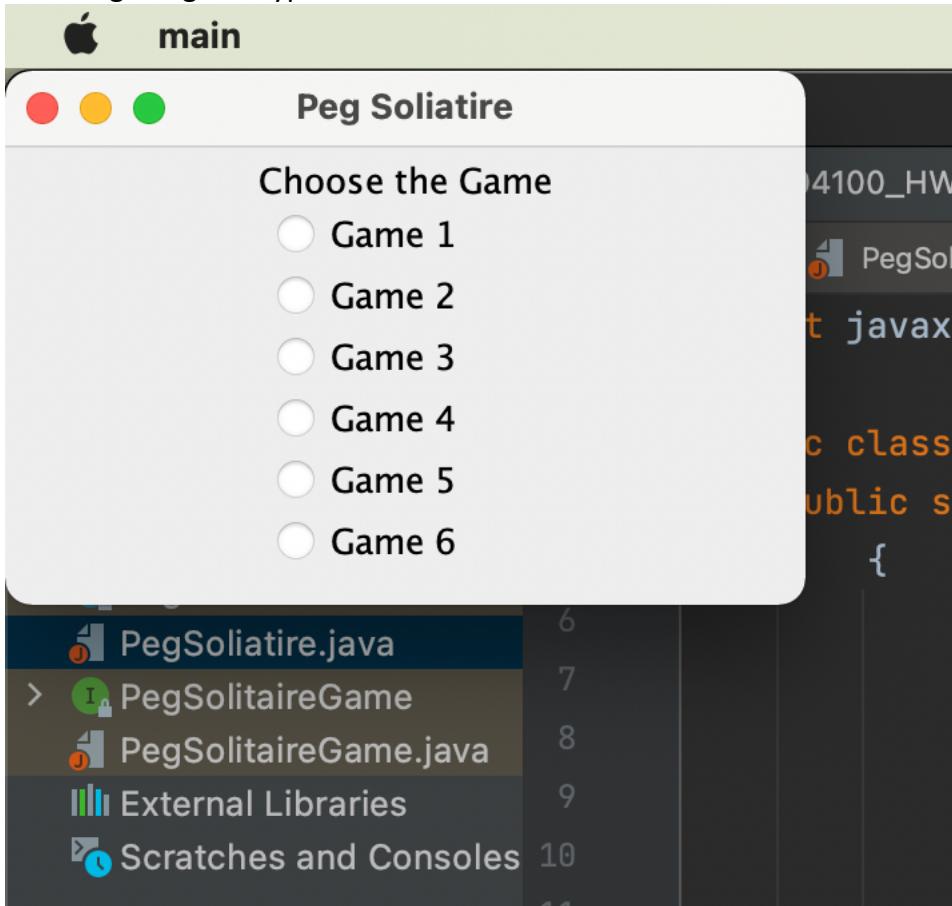
IMPORTANT: MAIN IDEA IN HUMAN GAME: CHOOSE A PEG, BUT SELECT ONCE, AFTER CHOOSE A TARGET PEG, ALGORITHM AUTOMATICALLY DECIDES WHETHER IT IS A LEGAL MOVE OR NOT.

WE CAN ONLY SAVE THE FINAL GRID OF THE COMPUTER GAME SINCE IT PLAYS THE TABLE UNTIL THE END.

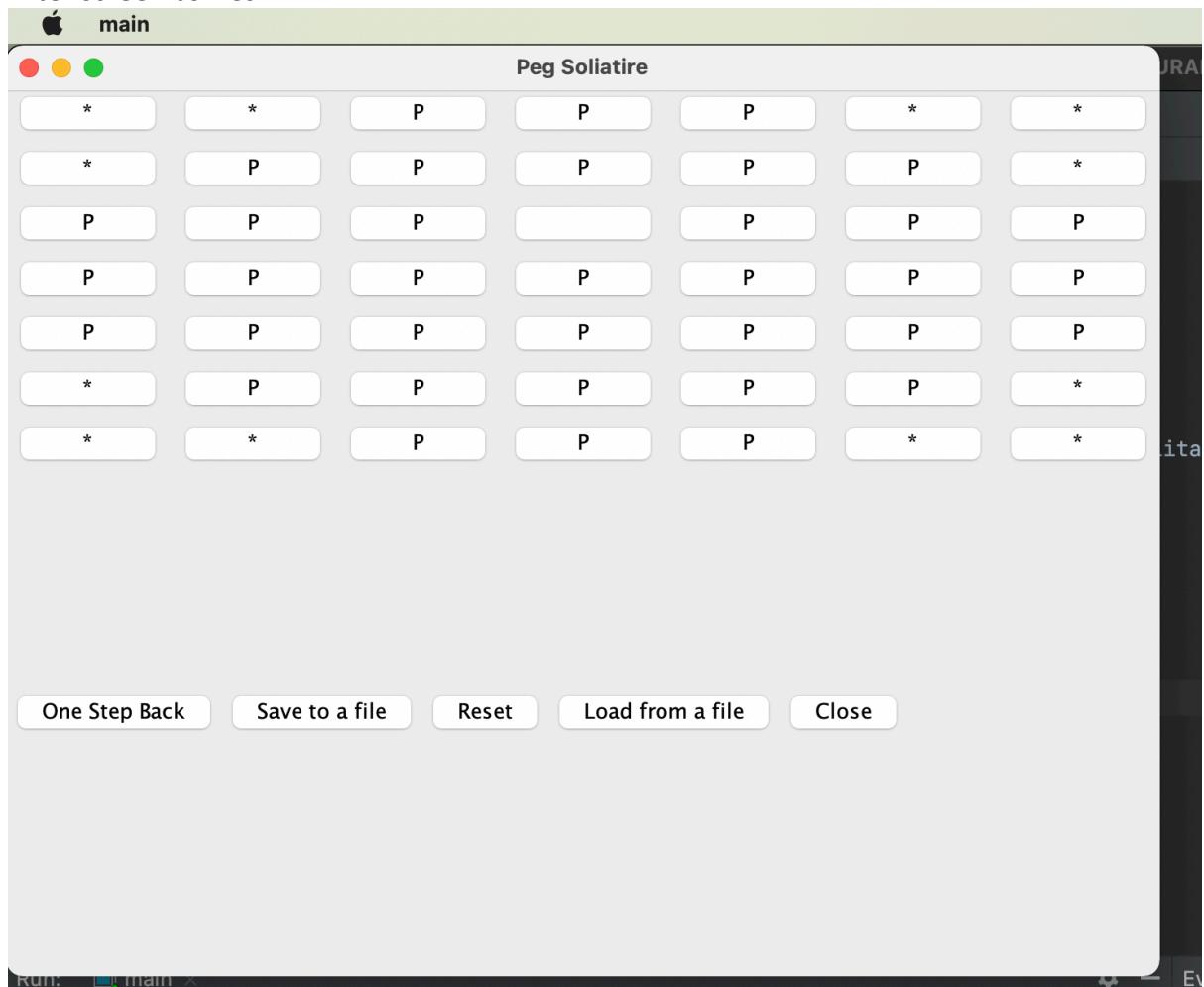
Choosing the menu:



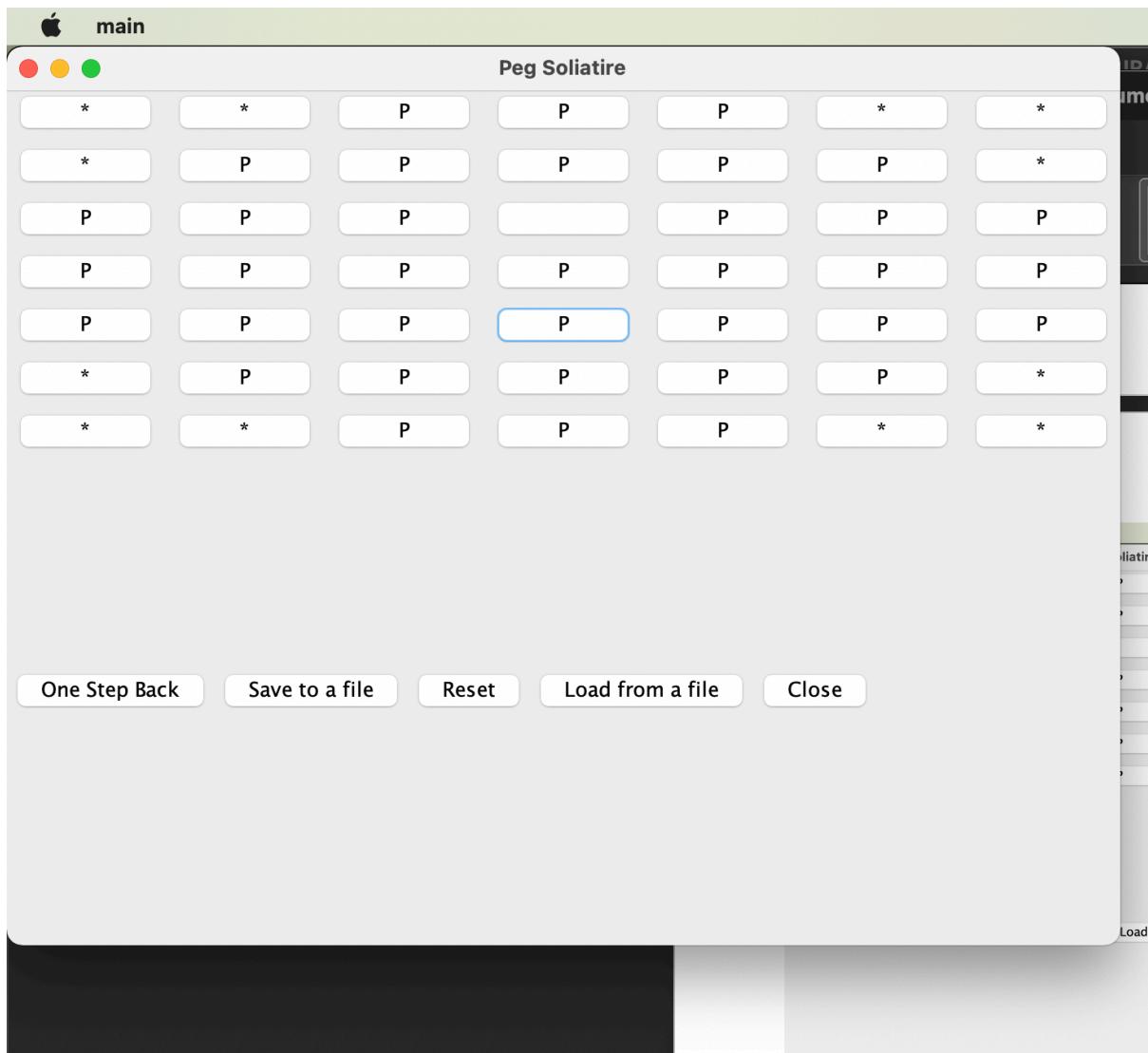
Choosing the game type:



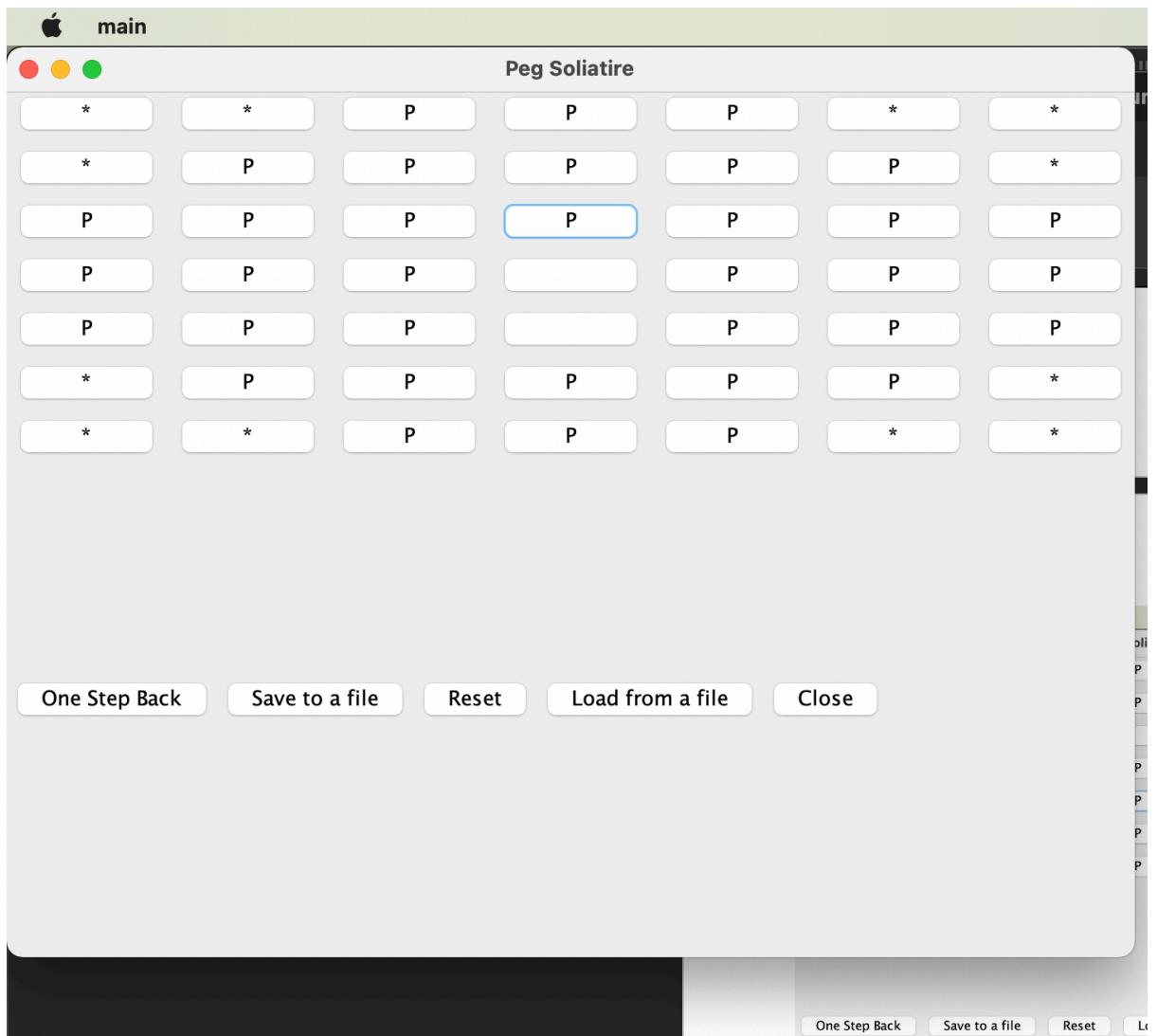
After screen comes:



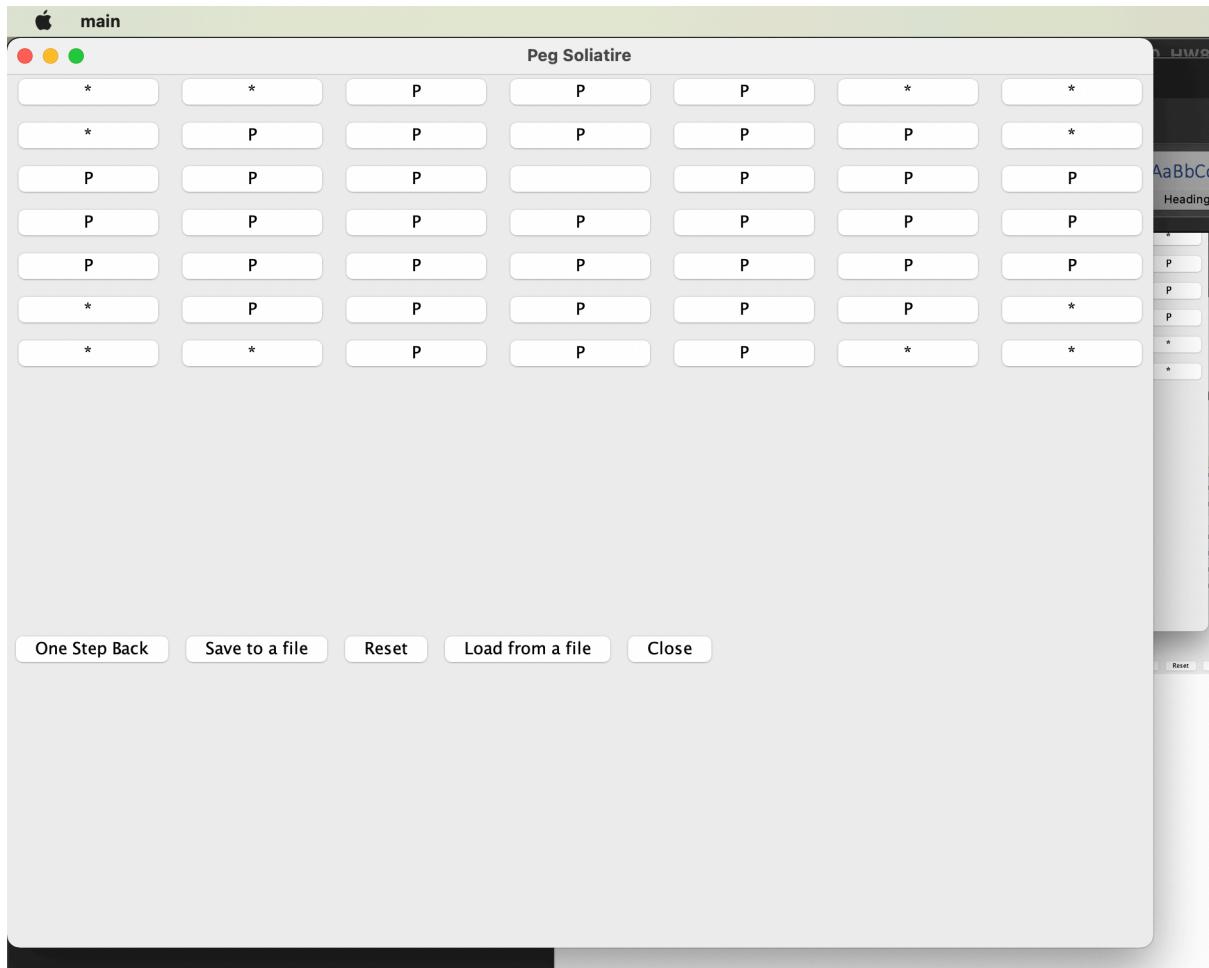
Choose one of the peg and choose another peg.



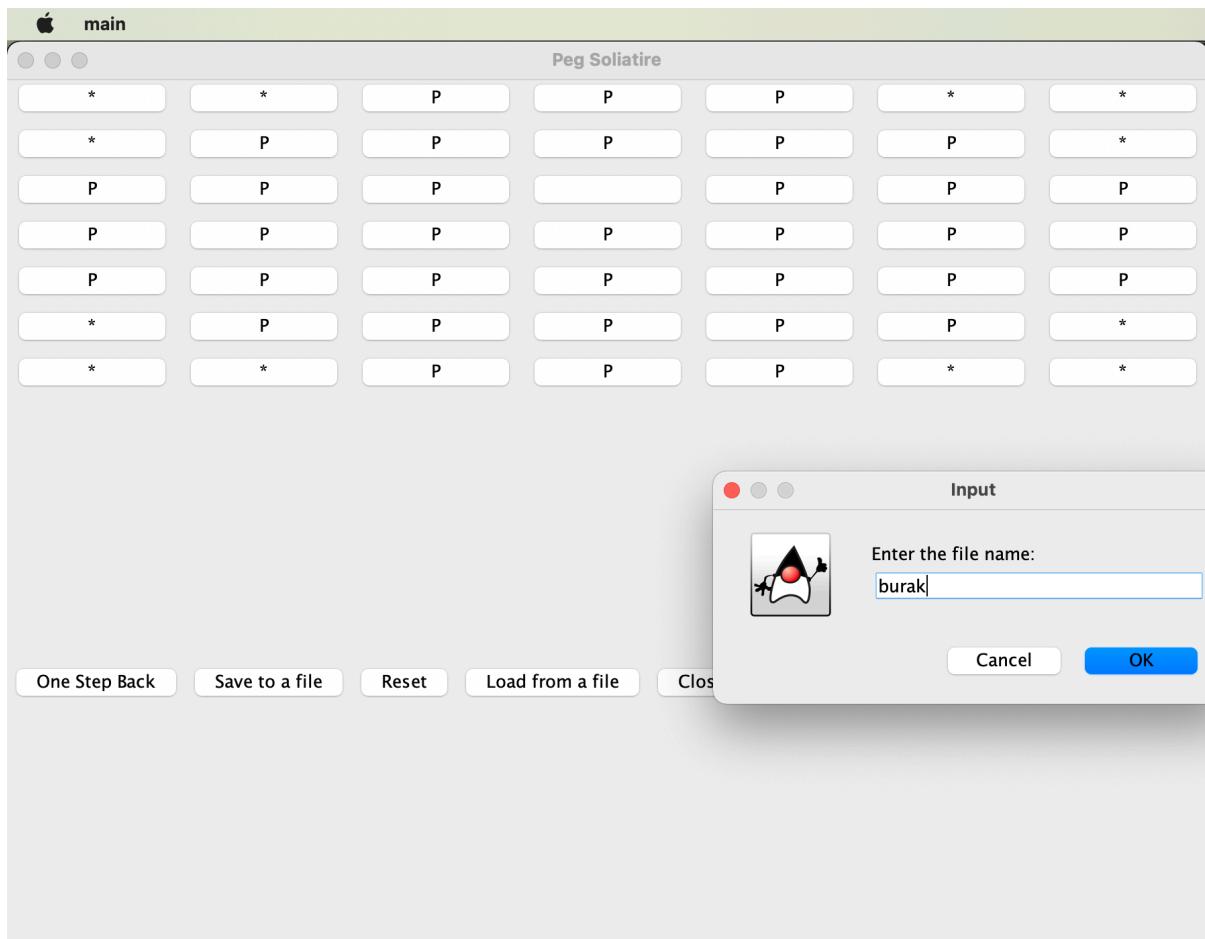
Then choose the target peg



After clicking reset:

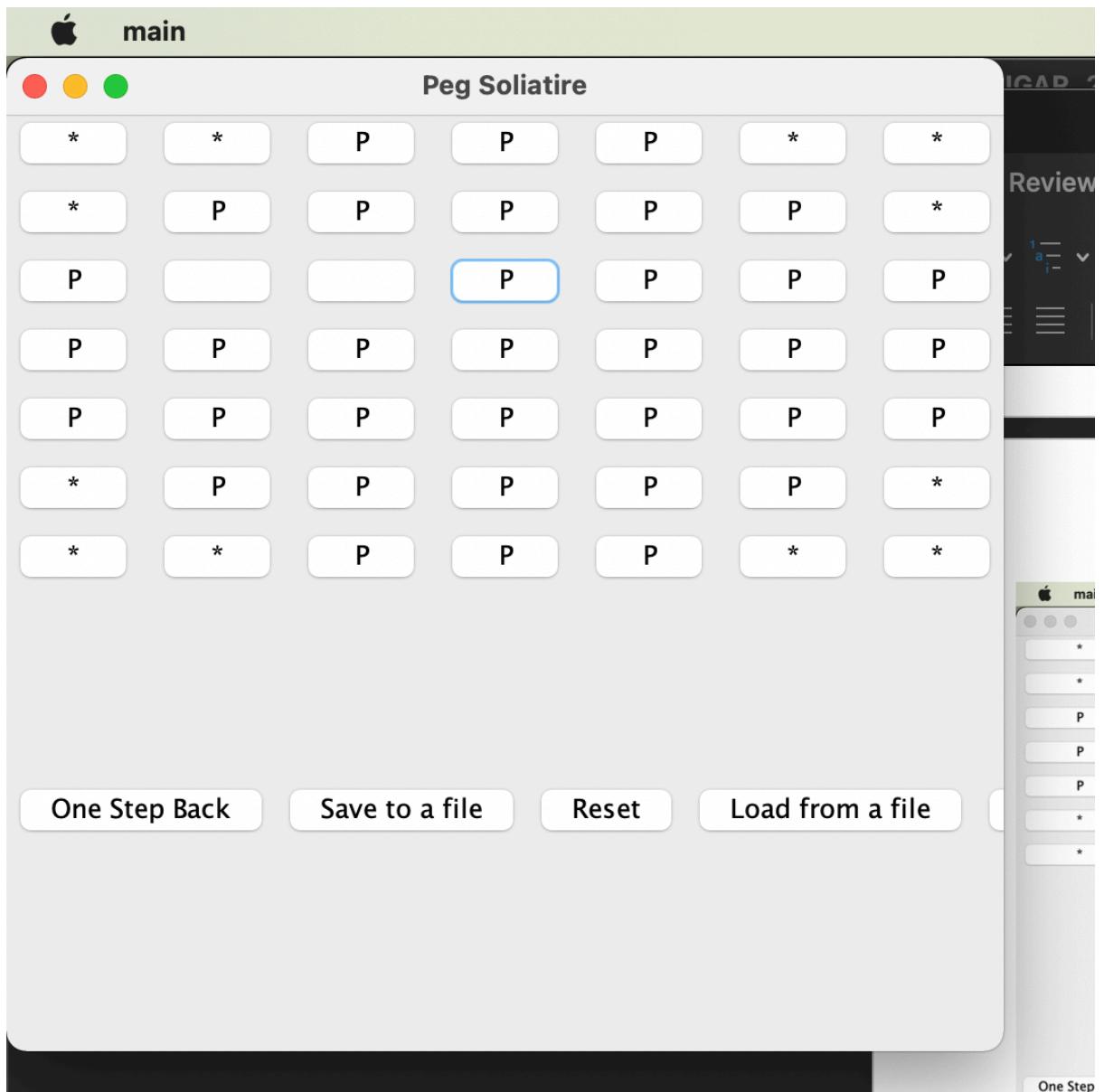


For save the file, enter the filename without .txt extension

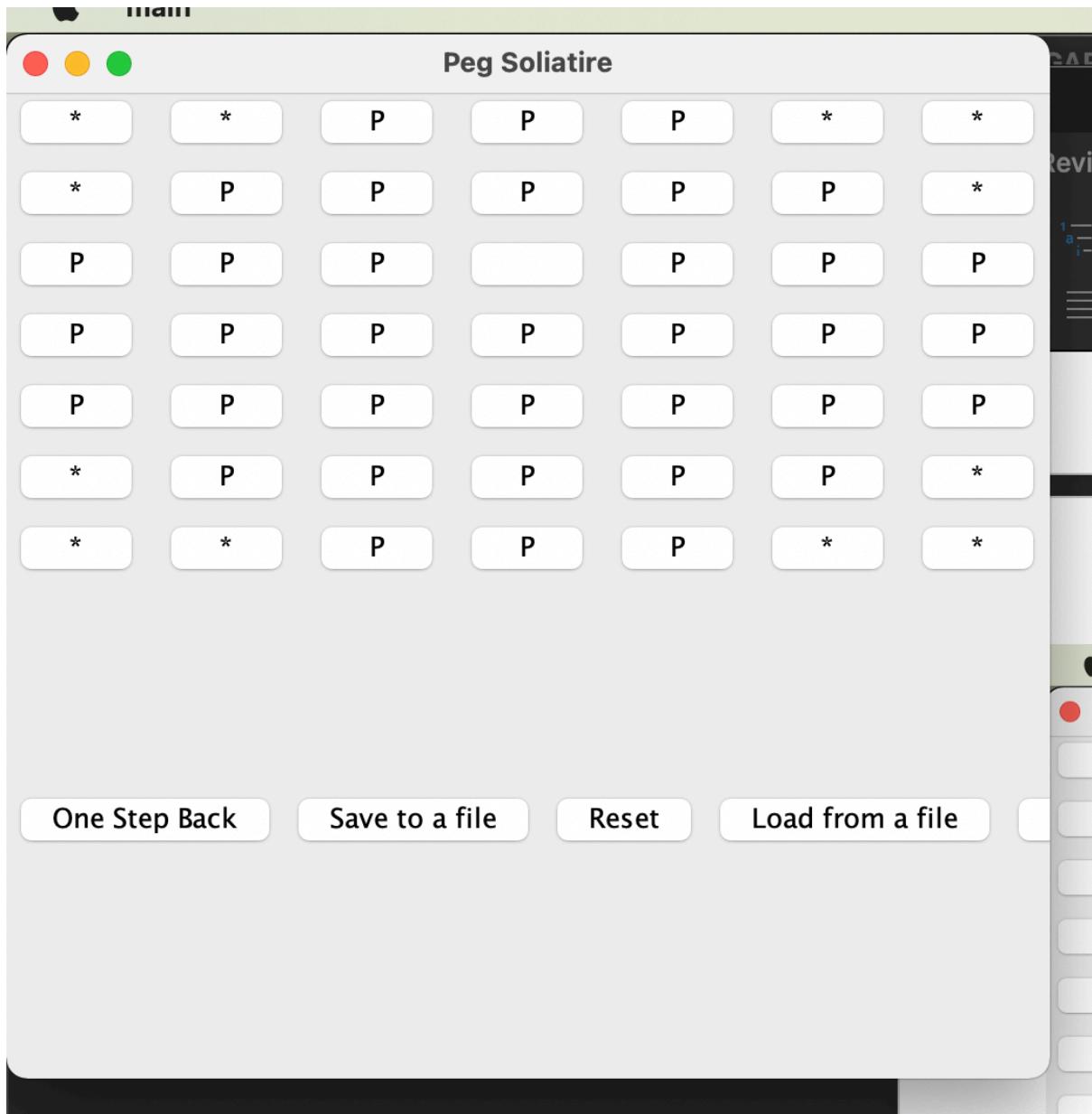


For close click the close and one step back, click one step back.

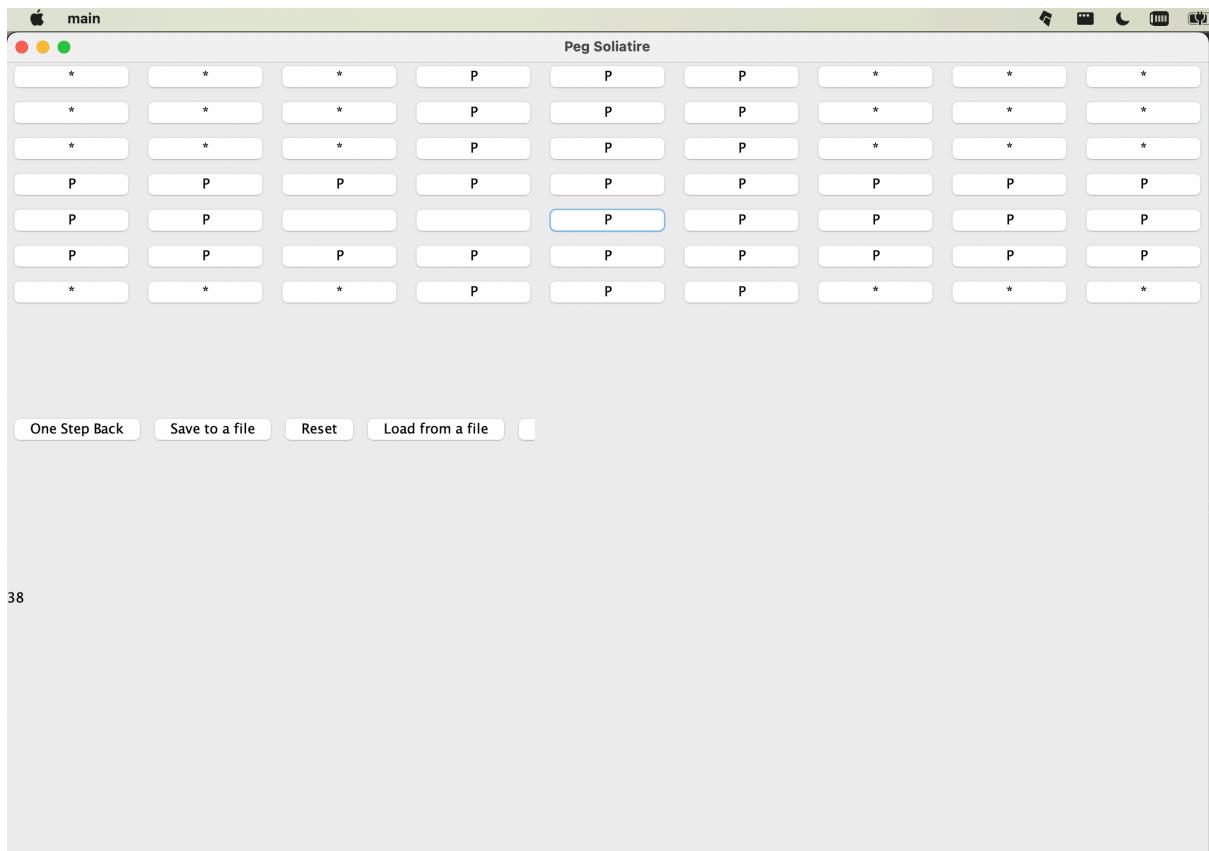
ONE STEP BACK EXAMPLE:



AFTER CLICK:

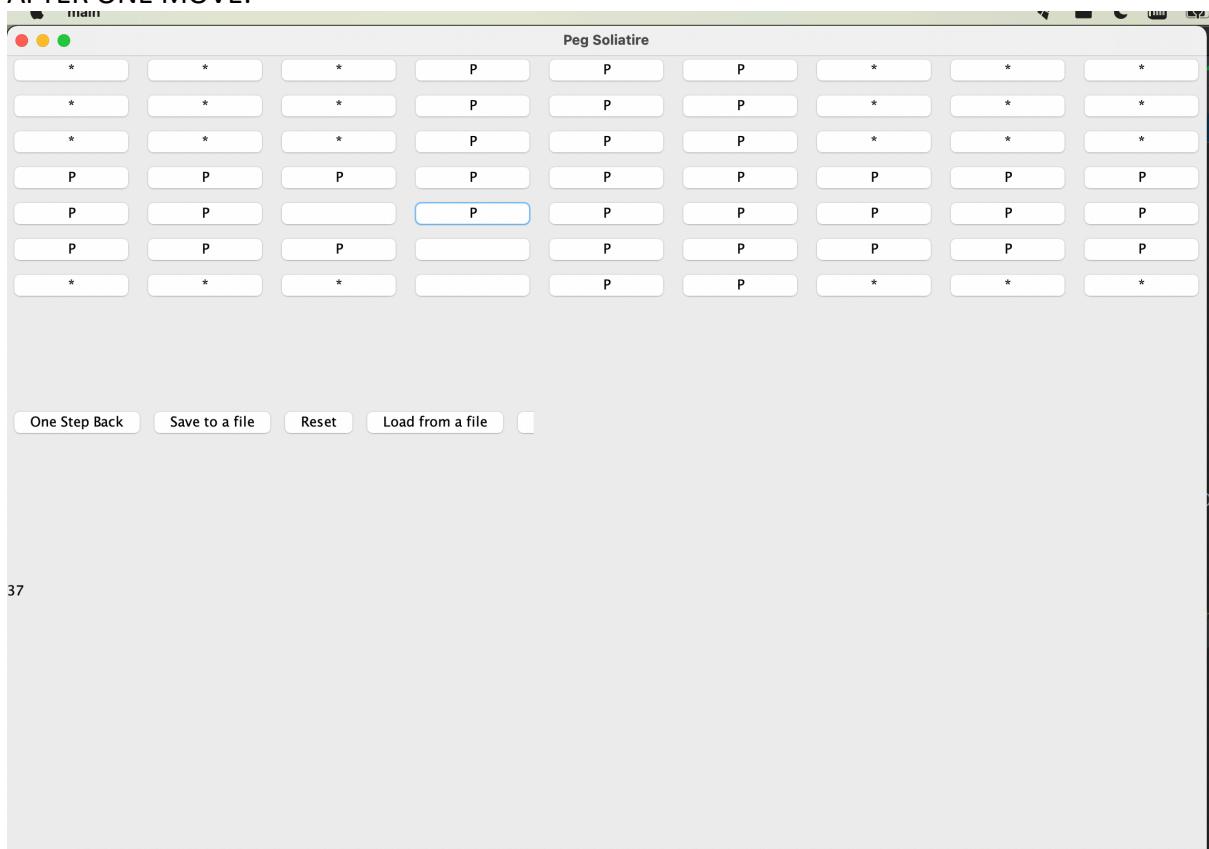


NUMBER OF MOVE LEFT:

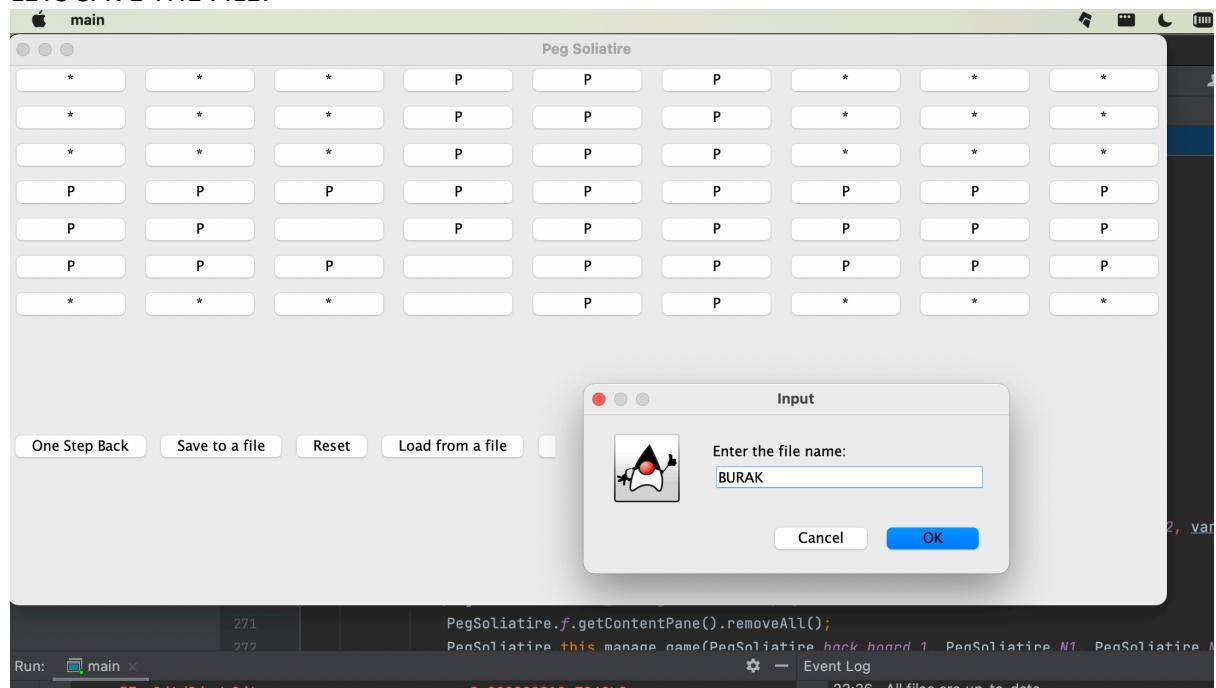


THERE IS A TEXT UNDER THE BUTTONS (38) WHICH DENOTES NUMBER OF MOVES LEFT.

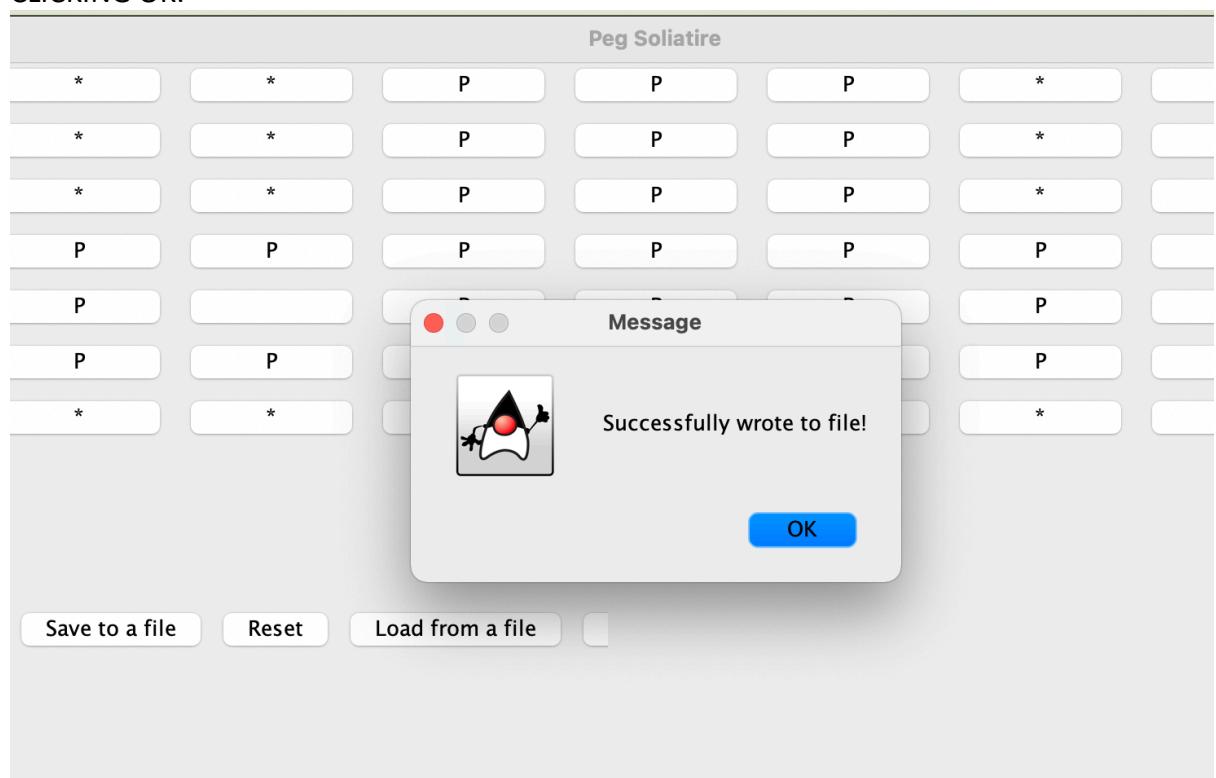
AFTER ONE MOVE:



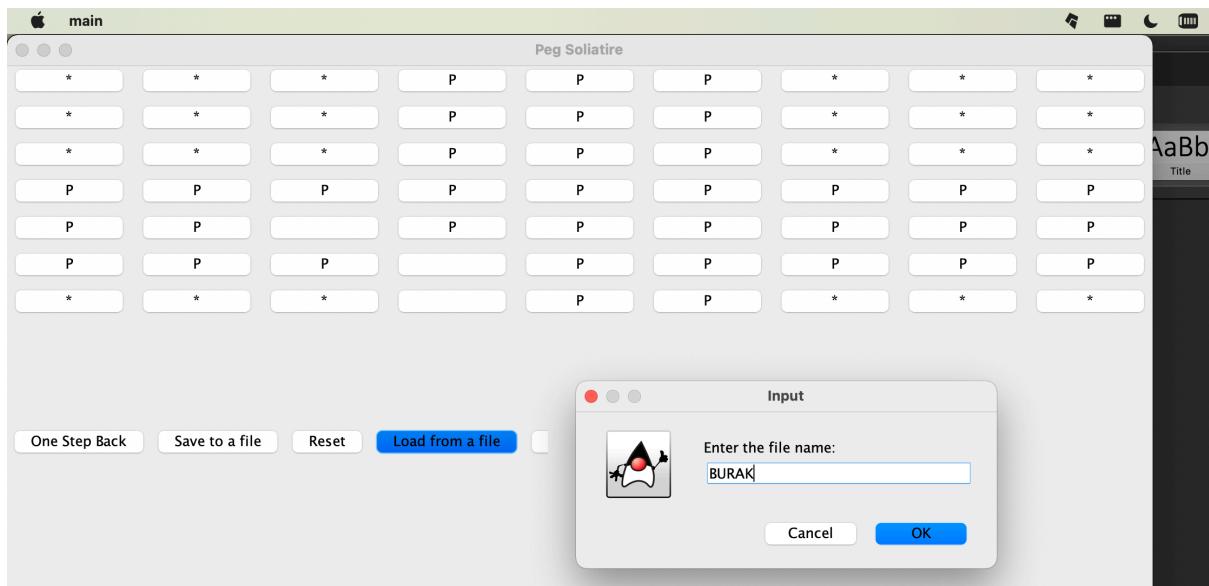
LETS SAVE THE FILE:



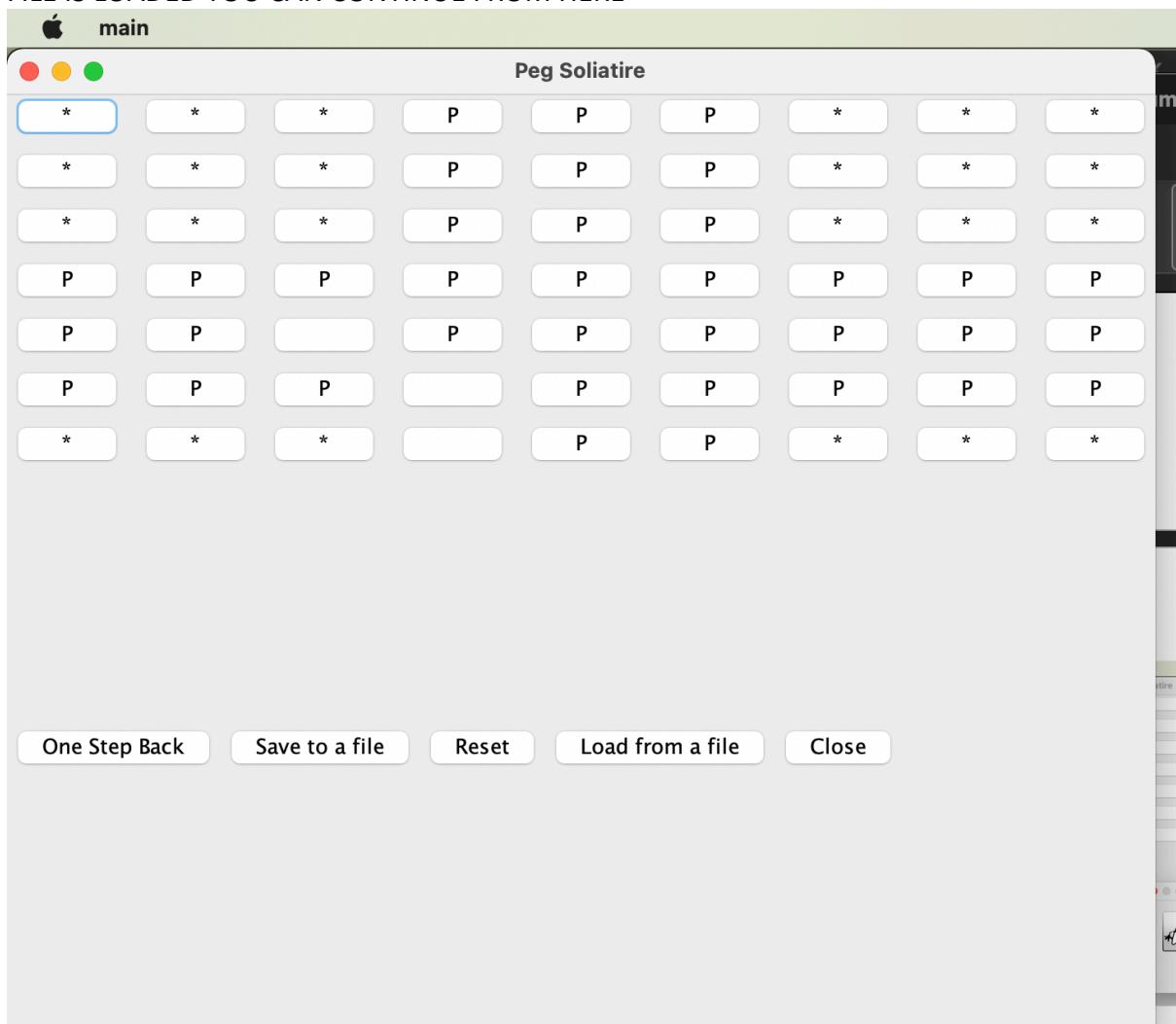
CLICKING OK:



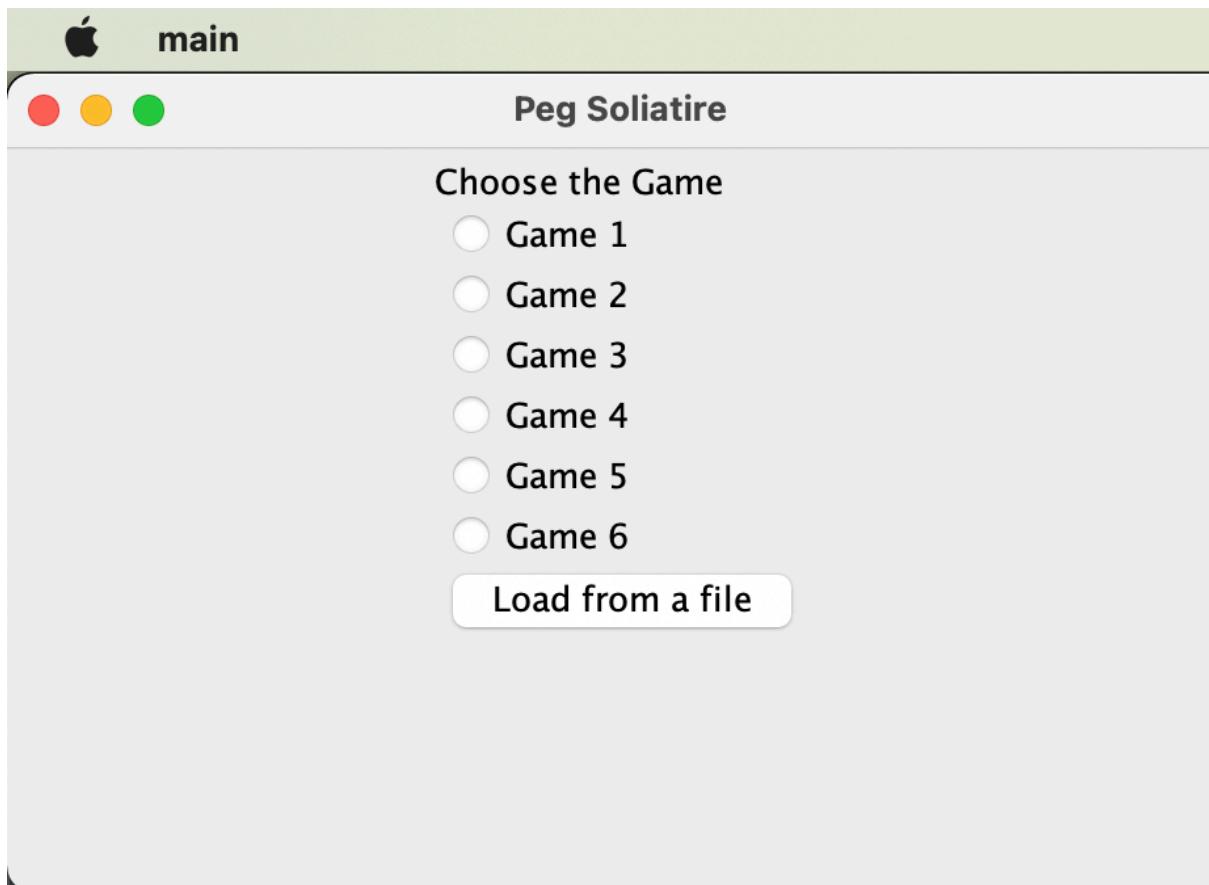
NOW LET'S LOAD THAT FILE:



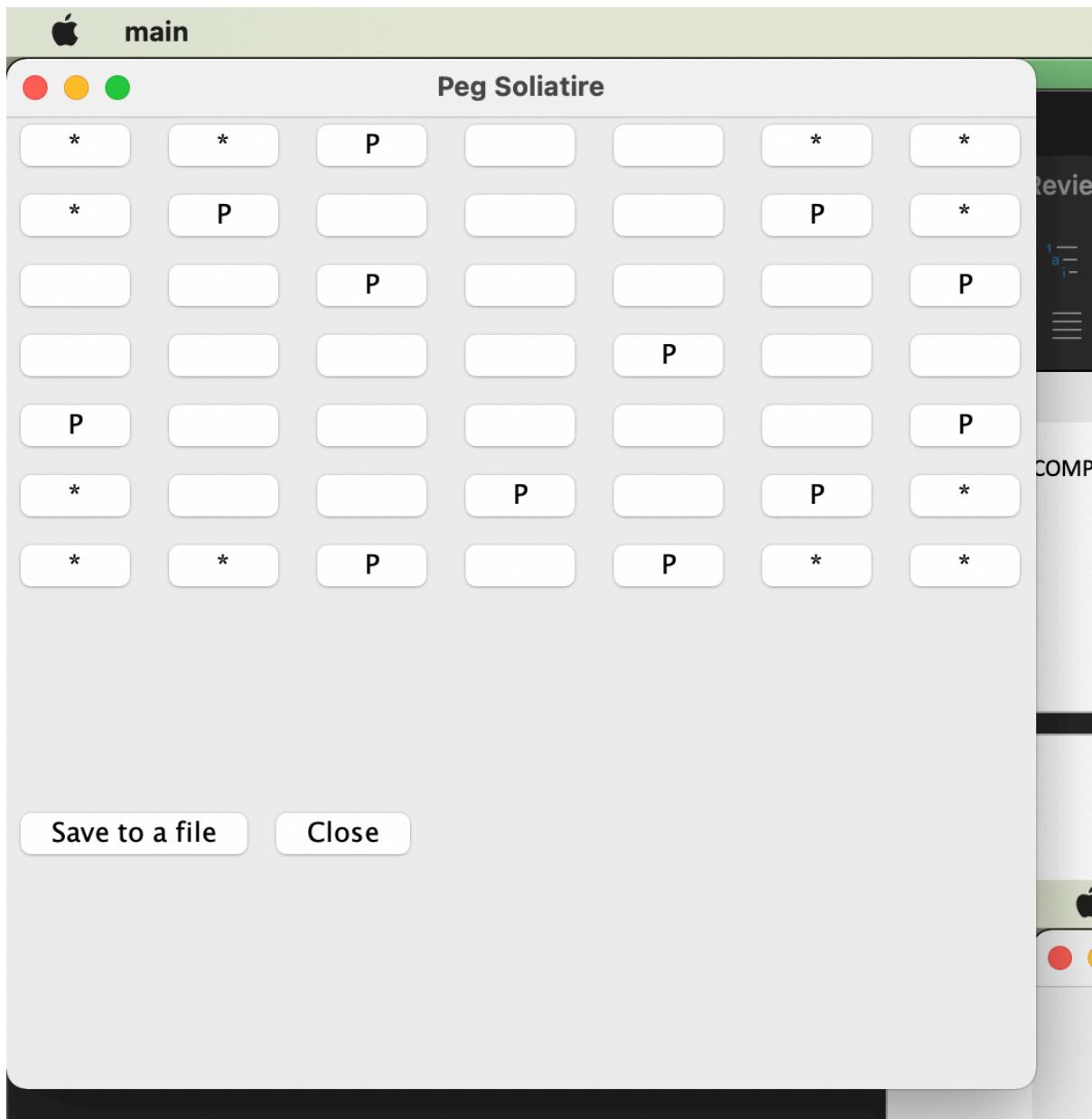
FILE IS LOADED YOU CAN CONTINUE FROM HERE



COMPUTER GAME:



YOU CAN CHOOSE A GRID OR LOAD A GAME FROM A FILE, EITHER SITUATION, COMPUTER
WILL MOVE UNTIL THERE IS NO MOVE LEFT
LET'S CHOOSE GAME1



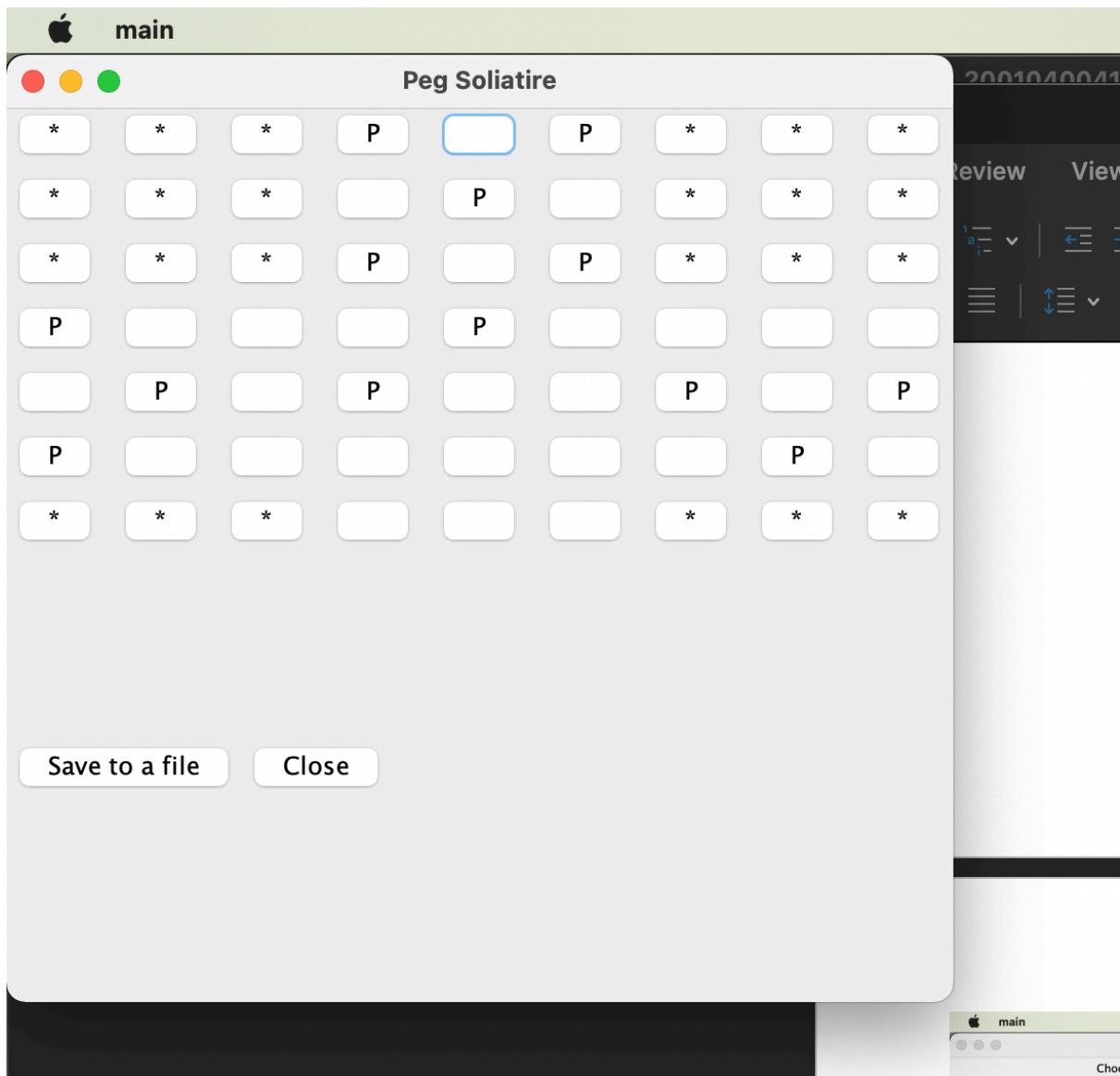
COMPUTER PLAYED UNTIL THE END, AND SHOWS US THE FINAL BOARD. WE CAN SAVE THIS TO A FILE OR CLOSE UP THAT POINT.

LET'S COMPUTER TO PLAY BURAK.TXT UNTIL THE END

The screenshot shows a Java application window titled "Peg Solitaire" with the sub-tittle "Choose the Game". It lists six options: Game 1, Game 2, Game 3, Game 4, Game 5, and Game 6. Below the list is a button labeled "Load from a file". To the right of the window is a code editor showing a portion of a Java file named "PegSoliatire.java". The code includes several if statements checking for board strings like "board1" through "board6". In the bottom right corner of the screen, there is an "Input" dialog box with a title bar. The dialog has a small icon of a person's head with a red dot, a text field containing "BURAK", and two buttons: "Cancel" and "OK".

```
(Java 17)
PegSoliatire.this.manage_game(PegSoliatire.back_board_1, PegSoliatire.N1,
} else if (PegSoliatire.check_string == "board2") {
```

YES THIS IS THE FINAL GRID LEFT:



THANK YOU!