Experimental Results

Summary: For our first experiment, our implementation used a 2D array as a representation of the tray. Our tray kept track of its own blocks by creating Piece objects. Each Piece object is only responsible for holding onto its coordinates, which were stored as int arrays. We then created a 2D array of Piece objects, storing the Piece in the array at its respective X and Y coordinates. Our Solver class reads in configuration files line by line and uses the coordinates provided to create a new Tray object and add each Piece into the Tray.