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CS 470

February 3, 2017

Sub Project 1a Write-Up

**Summary:**

I wrote a sliding puzzle program in the programming language “Swift.” I began by making the puzzle playable by a user via the command line. Next, I created a small application that allows a user to play multiple games, clicking on tiles to “slide” them around. I also added a feature that allows games to be played on 4x4 and 5x5 boards.

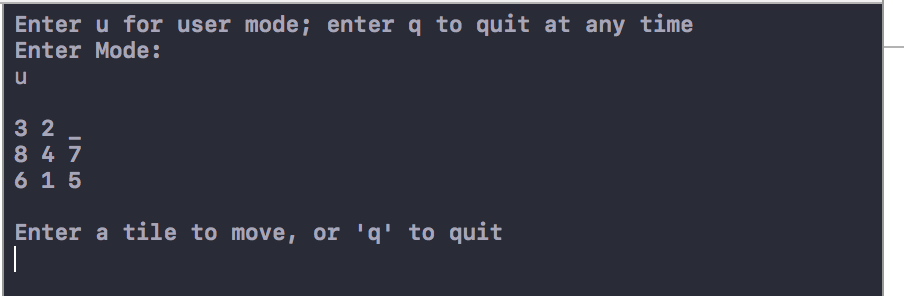


Figure : Beginning of a command line game

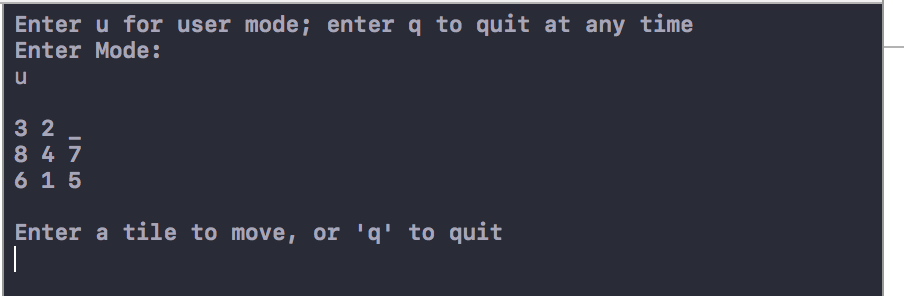


Figure : First move of a command line game

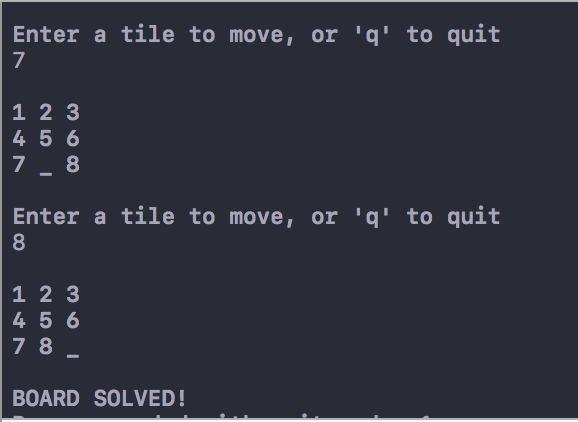
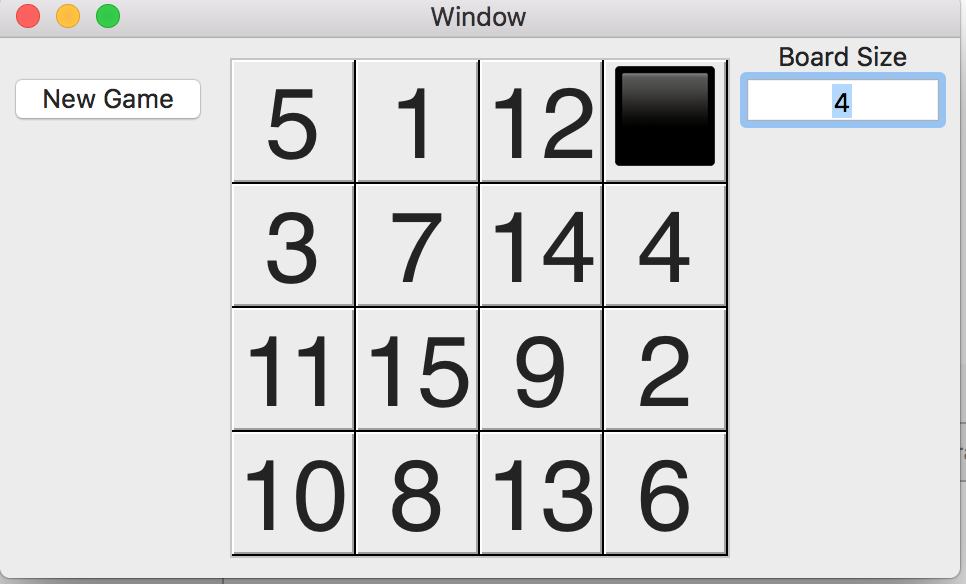
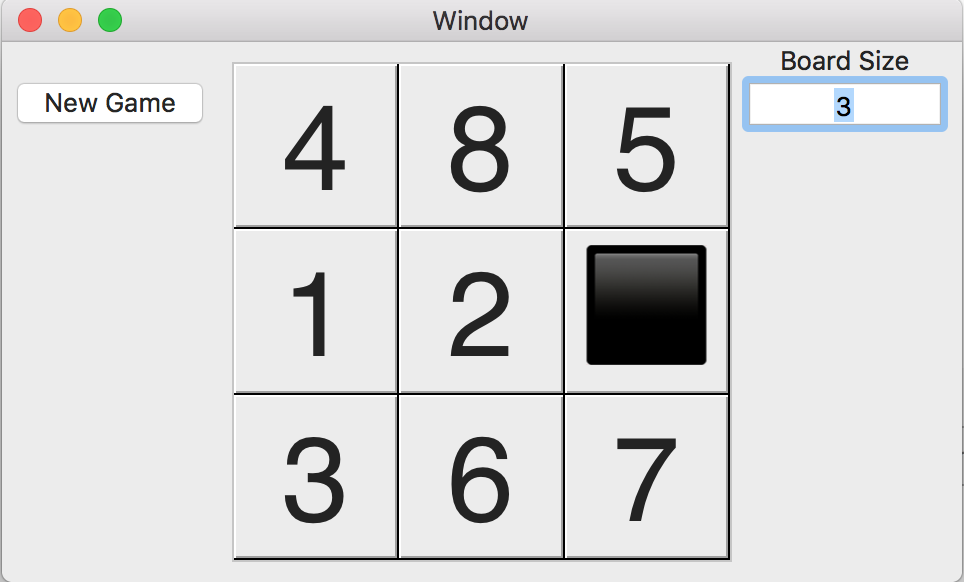


Figure : Final two moves



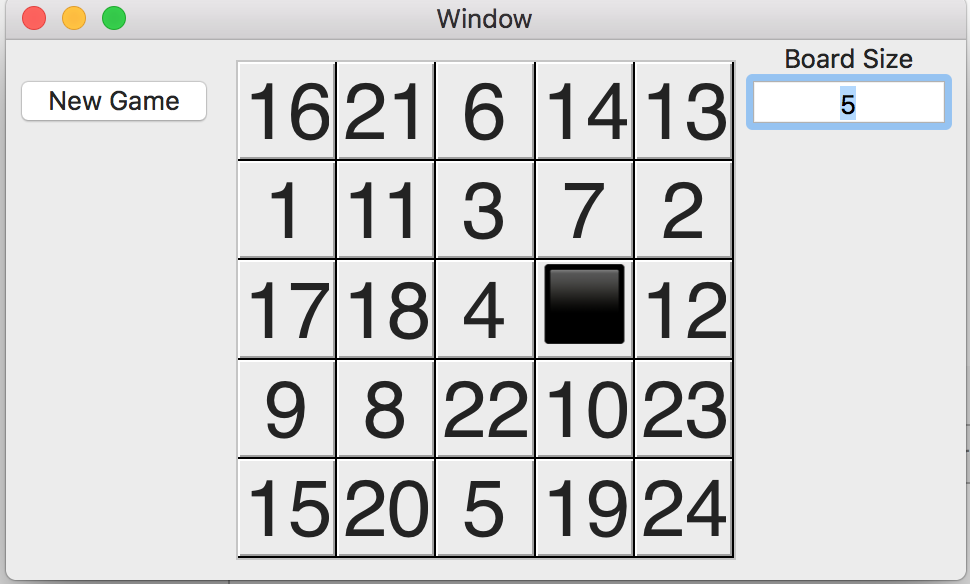


Figure : 3x3, 4x4, 5x5 Initial boards

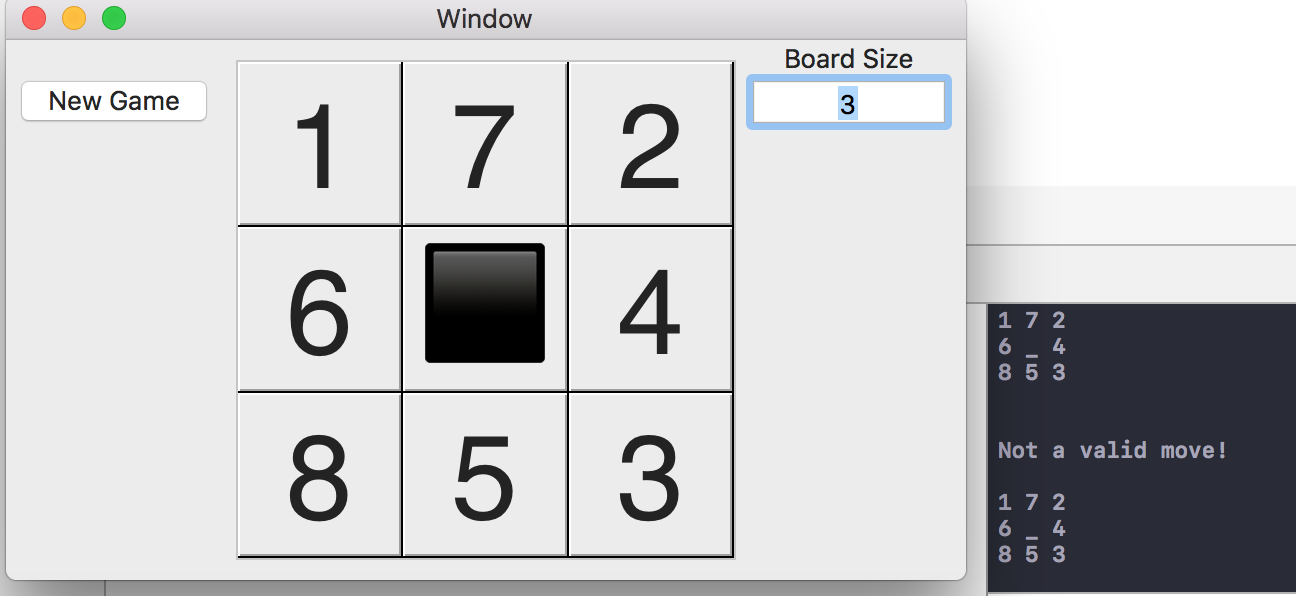


Figure : Gameplay. Note the simultaneous command line output

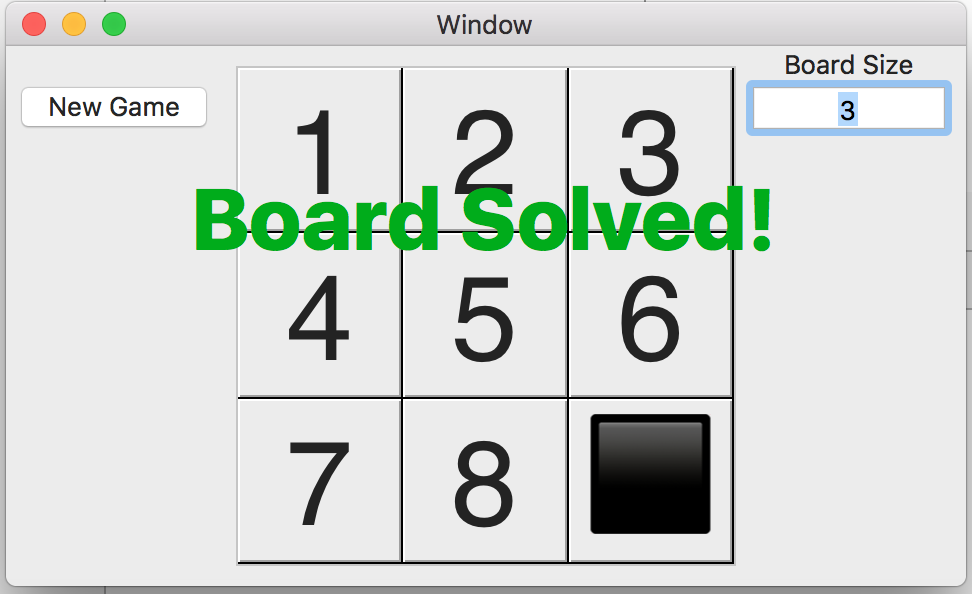


Figure : Solved board

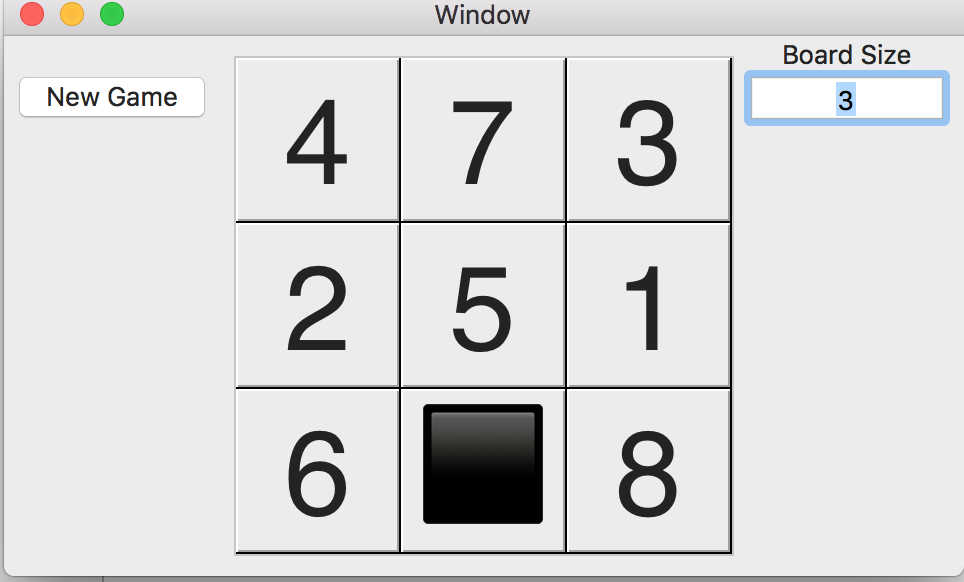


Figure : Start of New Game