



Mah Jong Game

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OBJECTIVE

Design and code a working version of Mah Jong in Java

Goals

Design a program using Model View Controller paradigm and other Java best practices

Algorithms

Test if the tile is surrounded by another tile or if a tile is on top

```
boolean isTileOpen(Tile t) //(int x, int y, int z)
{
    if (t.x - 1 < 0 || x + 1 >= xDim)
        return false;

    if (t.z + 1 == zDim) // top layer
        return tiles[t.x - 1, y, z] == null || tiles[t.x + 1, y, z] == null;
    else
        return tiles[t.z + 1] = null &&
            (tiles[t.x-1, t.y, t.z] = null || tiles[t.x+1, t.y, t.z] == null);
}
```

Position tile

```
void positionTile(Tile t, int x, int y, int z)
{
    // Give Tile constructor the coordinates it sits on the board
}
```

Get specific tile

```
getTile(int x, int y, int z)
{
    // return the tile that is currently at those coordinates
    return Tile
}
```

Model

