

HW5 REPORT

I created my project on one base class and three derived class. I put them into different namespaces. The classes have some same functions. playAuto, playUser, boardScore, initialize and print functions are pure virtual. Base class have playUser final, playAutoAll final, endGame final and operator<< functions.

I have also created namespaces unnamed namespaces to make operations on BoardClass2D pointer objects. It also has a menu for user.

derived_peg class has 3 helper function. It helps the pegs move.

derived_puzzle class has 4 helper function. Its playAuto function works randomly, it tries all possibilities. playUser function gets input from the user with just direction.

derived_klotski class 2 helper function. Its playAuto function works randomly, it tries all possibilities. playUser function gets input from the user with target(letter for the brick) and the direction.

ÇAĞRI ÇAYCI

1901042629