

Hacettepe University
Computer Engineering
BBM203
Assignment 1 Report

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Defining Problem

In this assignment our goal is implement a game named as **Klondike Solitaire**. In this game we have four main areas . This are stock,waste,tableau and foundation.And I do this assignment based on four arrays: This arrays names is based on areas.

Explanation of Your Approach

In this assignment I have several classes and this classes representing object oriented programing. Also I have tones of arrays . But my main array is tableau. Tableau is multidimensional array also for open and closed cards I have also tableau_control array.For foundation I have foundation_list array and such as.

Explanation of Class Diagram

I have a class almost for each command. So I have 7 classes . One of this are main. Also we must implemet main in C++ language. I implement all my code in constructors of my classes. In foundation class I am moving cards form waste or pile to the foundation area. In Move class I moved cards from pile to pile . In the moving class I moved cards from waste to pile area. In the open class I decide to which cards open and which ones closed. And in the display I designed my game table

Explanation of Arrays

My main array is tableau and this array represents tableau area. This array is multidimesional array. According to this array I have tableau_control array. This array decide to which card should be opened and tableau_control is also multidimesional array. For foundation area I have an multidimesional array named as foundation_list. For stock I have normal array named as stock_list and same for the waste area .I implement my code based on this arrays.