

## -----HOMEWORK REPORT-----

In my homework

Move strings like that:

for PegSolitaire and EightPuzzle (2B-U)(2 is row, B is column and U is direction)

for Klotski (2U)(2 is block and U is direction)

Score functions like that:

for PegSolitaire this function counts remain peg and returns it

for EightPuzzle this function compare two boards one of it current board and the other one ends board, and counts how many differ integer each other and returns that number.

for Klotski this function if the game ends returns 0 which is best score, if game is not ends compare two boards one of it current board and the other one is ends board, and counts how many differ integer each other and returns that number.

Print issue:

I took all the print function on the comment line, except for the print that works when the game is over. Because if I did not this,

it prints all the moves and boards and it took very much time and for the game end we have to wait very much. So that took all print functions comment line

and my class just prints end of the game. If you remove the comment lines which is front of the print function you can see all the prints and moves.

PlayVector function:

Here I put the 6 different objects in the vector and send them the function. And with for loop it plays all of the object with playAutoAll function.

And it prints ends board and waits 1000 second then it past the other object it works until the loop ends.

Write to txt file:

I writes the all boards the txt file with ./hw5 > output.txt method. In this method we can not write anything in console so that if we want to user input the program is freezing.

So that I use playUser() function at the end of the main and I printed all the boards up to that point in txt file.

In my homework the compiler sometimes works too fast but sometimes works too slow so that the time of the solving puzzles differ from each other.