Rubik's Cube

MatLab Praktikum

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```
84    function change_input_method(source,~)
85        switch source.UserData
86            case 0
87                for i = 1:12
88                    set(rotation_buttons(i), 'Enable', 'on');
89                end
90                button_solve.Enable = 'off';
91                button_next.Enable = 'off';
92                button_prev.Enable = 'off';
93                text_solved.Visible = 'off';
94                text_error.Visible = 'off';
95                text_not_solvable.Visible = 'off';
96                source.UserData = 1;
97            case 1
98                for i = 1:12
99                    set(rotation_buttons(i), 'Enable', 'off');
100               end
101               source.UserData = 0;
102               button_solve.Enable = 'on';
103       end
104   end
```