Assignment 01 Documentation

Class	Description
Play Class	This is the main class which is responsible for main function of the game.It has following methods: • Play() • DFS() • IDFFS() • AStar() Above functions basically peform the job of playing the game.
GameBoard Class	This class has instance variables which store information about initial board configuration.It has following methods: • Jump() • Finalboard() • Copyboard() • Validmove() • Possibleboard() Above functions are used for making a valid jump,finding final board configuration,finding possible board configuration,copying previous board configurations etc.
Position Class	Position class defines instance variables for specifying rows and cols of a particular cell on the board.
PegBoard Class	PegBoard class is the main driver class which calls other classes for running the game.
Moves Class	Moves class stores information about all the possible moves that can be made from a particular cell or position.
GameTree Class	This class is responsible for creating a tree structure.
Move Class	Move class stores information about start,jump and end in a valid jump on the board.