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(5 pts) How did you design for Assignment #1 change during implementation?

It is very hard assignment for me!

Well, first of all I think this assignment just like the assignment 5 in last term, but for this assignment the user can decide the pieces to be connected also, so I just pass the p in the struct to every function other than that, I think this is similar to that assignment.

(5 pts) What were the actual values from your testing? Did these match your expected values? What did you do to make sure you get the expected values?

Input Values	Expected Output	Did Actual Meet Expected?
-r 6 -c 7 -p 0	Error message for zero pieces and re-prompt for number of pieces to connect	Yes
-r 6 -c 7 -p 9	Error message for pieces and re-prompt for number of pieces to connect	Yes
-r t -c 7 -p 3	Error message for not a int	Yes
-e 6 -c 7 -p 3	Error message for not -r	Yes
-r 6 -c 7 -p 3	Output the 2d array first and then user(s) can play the game by input the cols	Yes