Manifest:

* Board-KorideMok.cpp
* Board-KorideMok.hpp
* BoardTypes-KorideMok.cpp
* BoardTypes-KorideMok.hpp
* Canvas.cpp
* Canvas.hpp
* CanView.hpp
* Cluster-KorideMok.cpp
* Cluster-KorideMok.hpp
* Exceptions-KorideMok.cpp
* Exceptions-KorideMok.hpp
* Frame-KorideMok.cpp
* Frame-KorideMok.hpp
* Game-KorideMok.cpp
* Game-KorideMok.hpp
* GridChar.cpp
* GridChar.hpp
* makefile
* MixedChar.cpp
* MixedChar.hpp
* program.exe
* puzd.txt
* puzt.txt
* puzs.txt
* Square-KorideMok.cpp
* Square-KorideMok.hpp
* Stack-KorideMok.hpp
* State-KorideMok.cpp
* State-KorideMok.hpp
* SudokuMain-KorideMok.cpp
* tools.cpp
* tools.hpp
* UnitTests-KorideMok.cpp
* UnitTests-KorideMok.hpp
* Viewer.cpp
* Viewer.hpp

Proofs tell that a program’s features in that iteration does not interfere with the program.

* P6proof.txt shows that P12 displays the correct output for Diagonal Boards.
* P7proof.txt shows that P12 properly errors out of the program for some cases.
* P11proof.txt shows that P11 displays the correct output for Sixy Boards.
* P12proof.txt shows that P12 compiles with the makefile and is correct.

I am most proud of Square::turnoff(const int n) in Square-KorideMok.hpp. It took some thought to use bit masking to remove the proper number in the list. Being able to come up with this solution on my own and using low-level bit operations was rewarding.

Diagrams:



