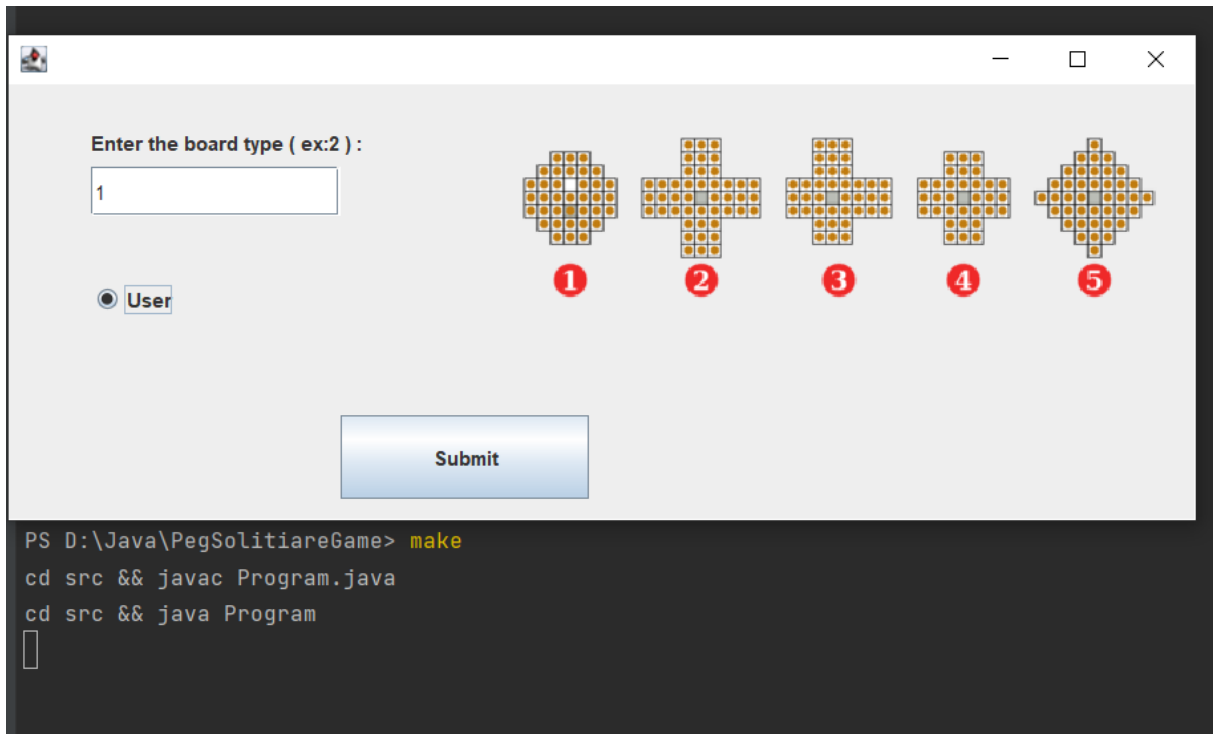
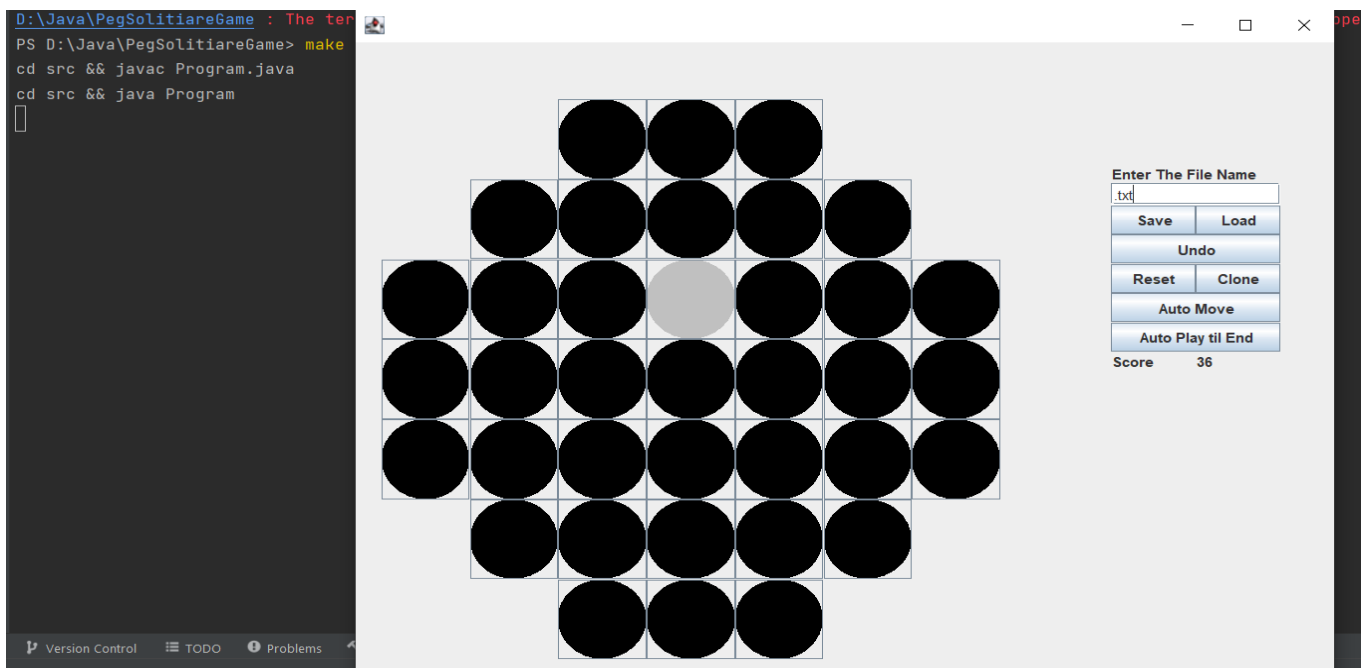


# GAME PHOTOS

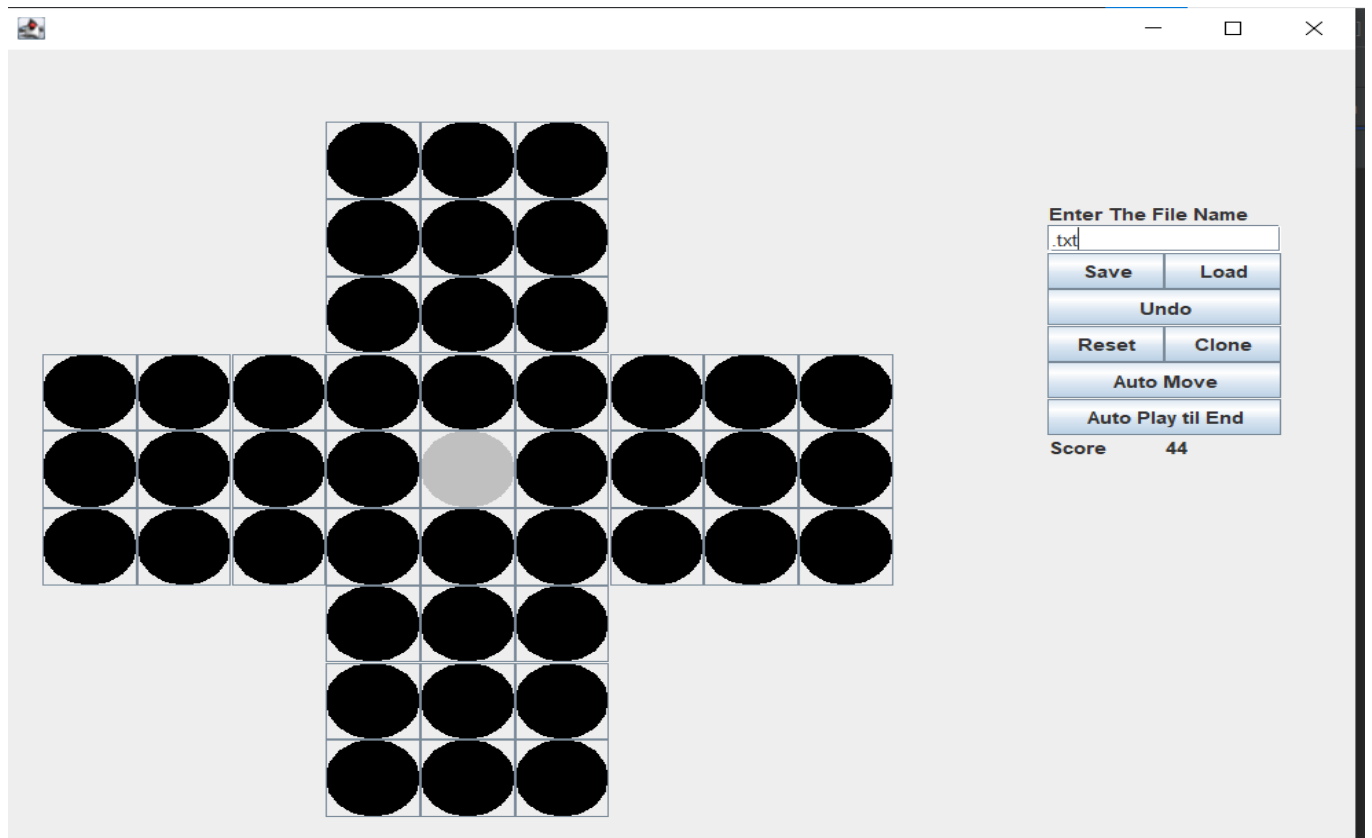
## Opening Menu



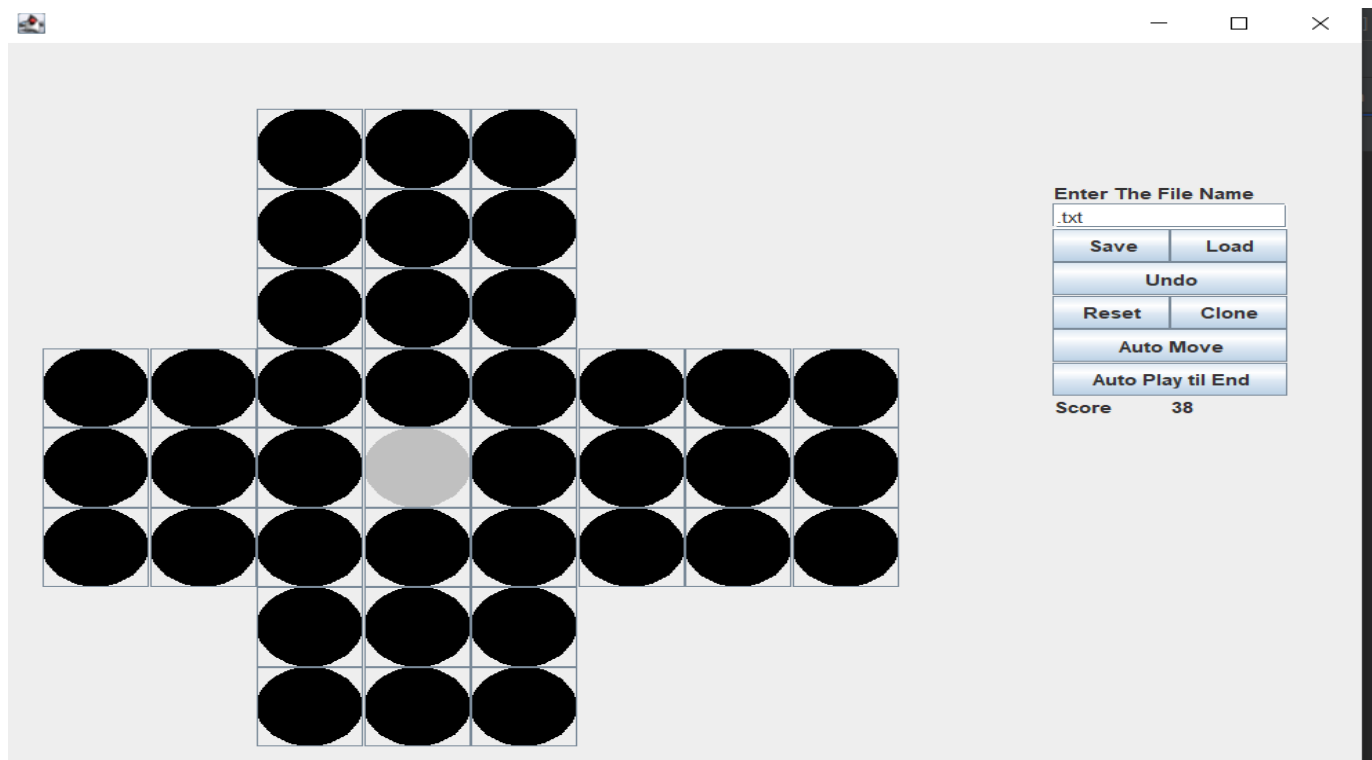
## Board 1



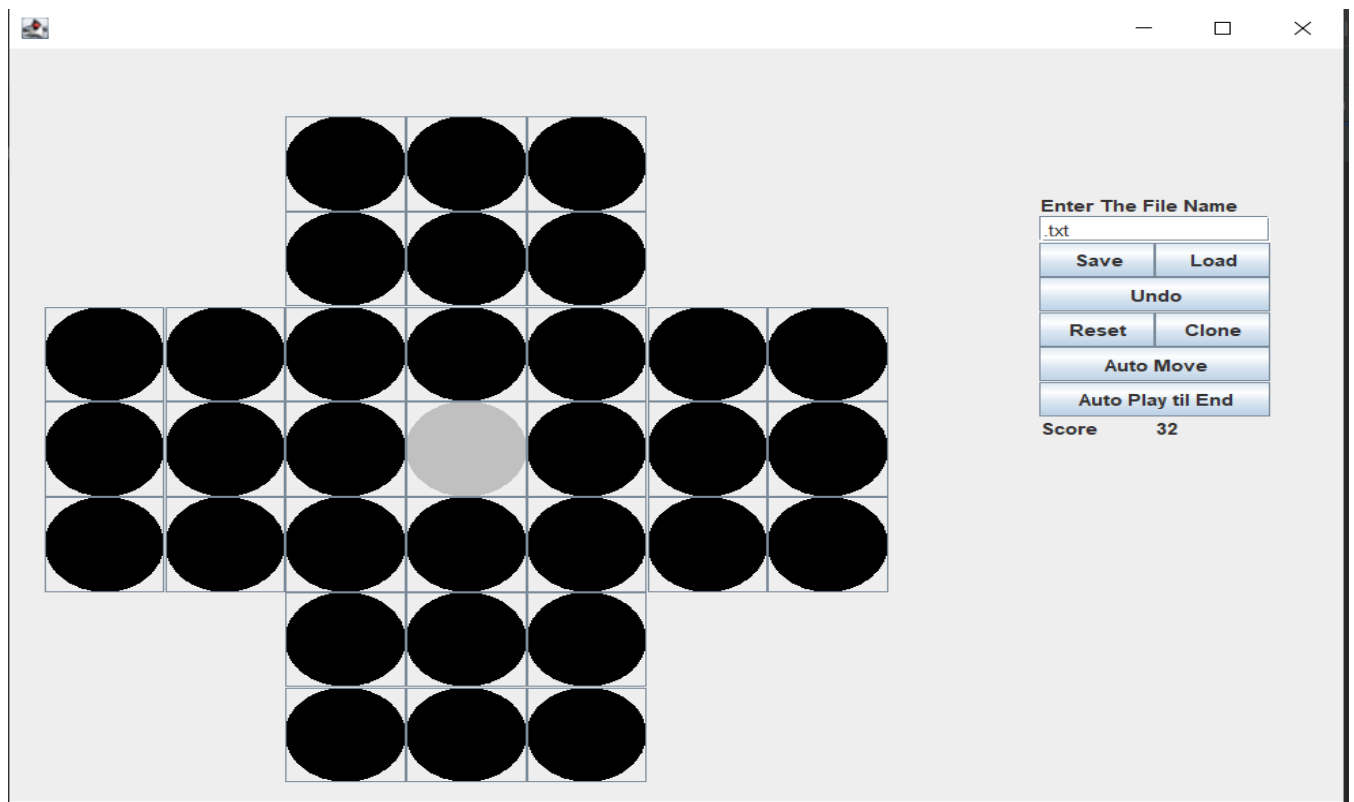
## BOARD 2



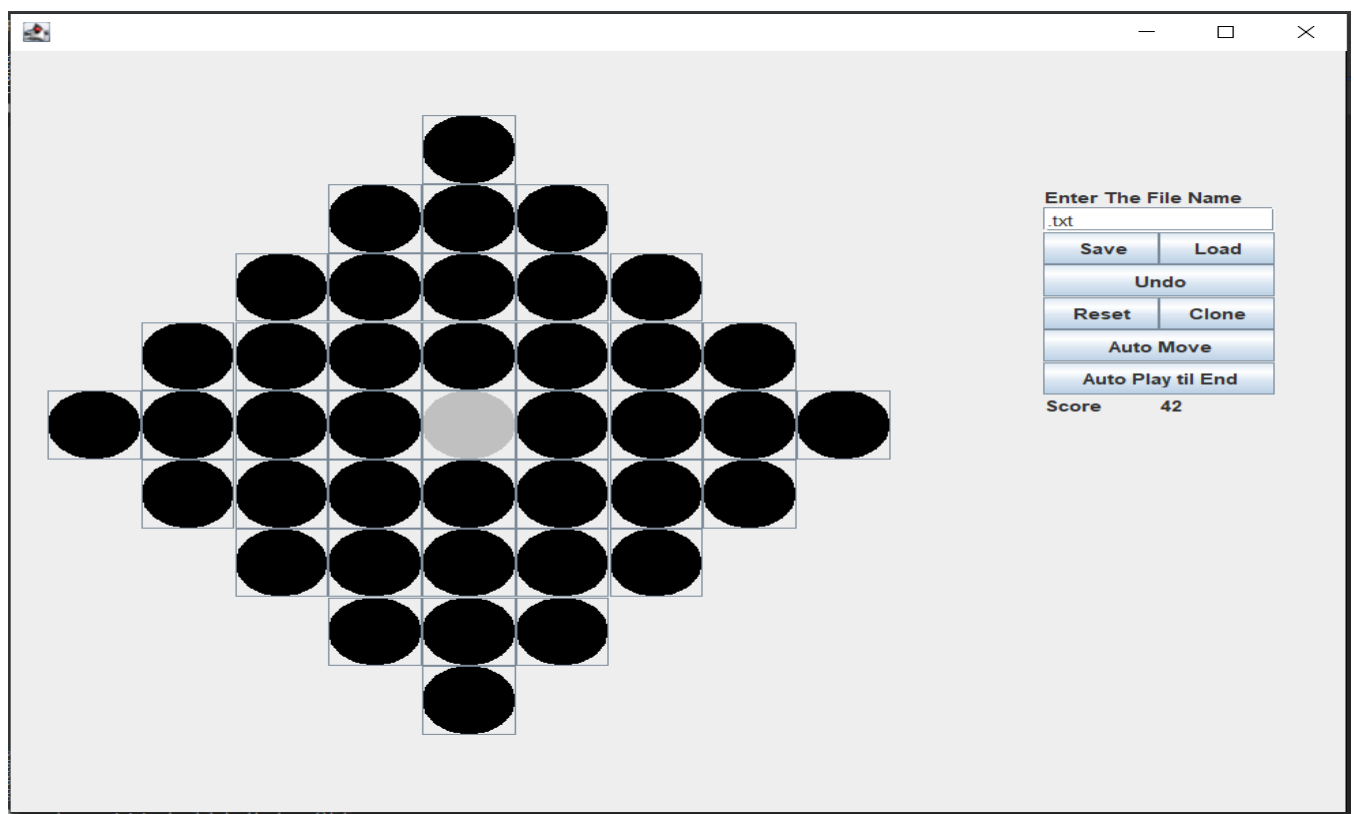
## BOARD 3



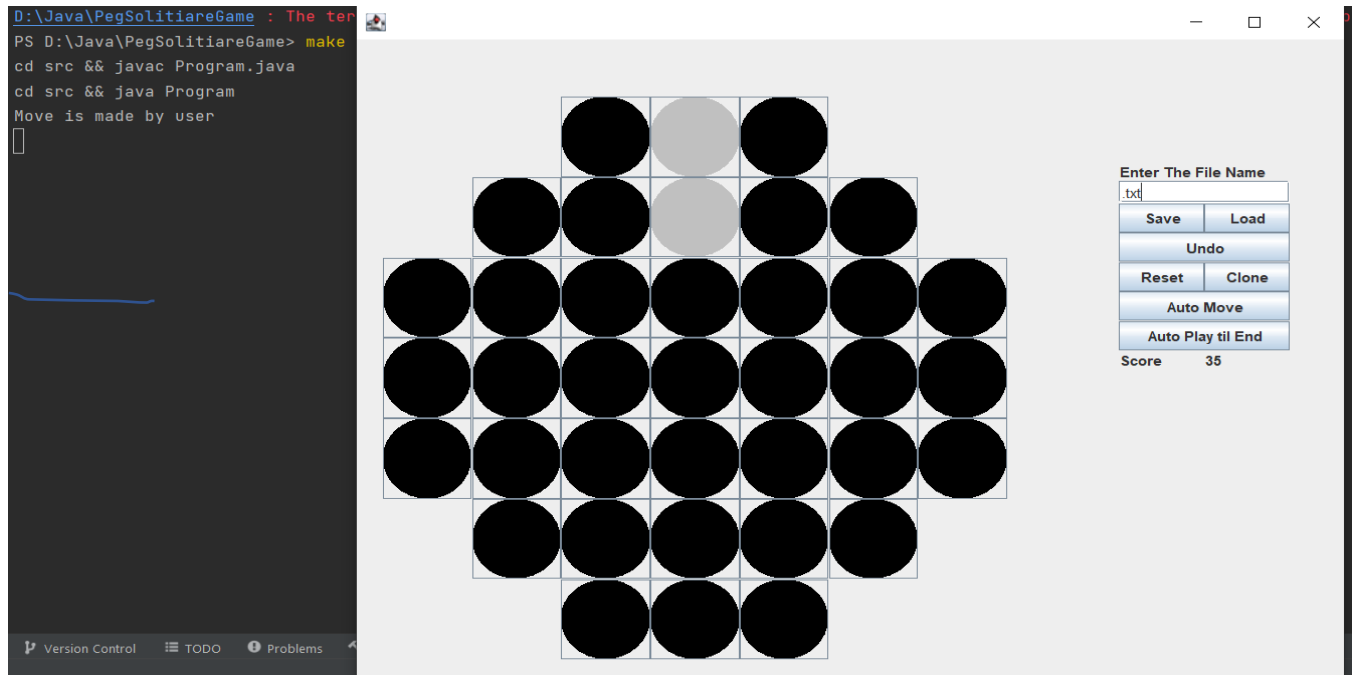
## BOARD 4



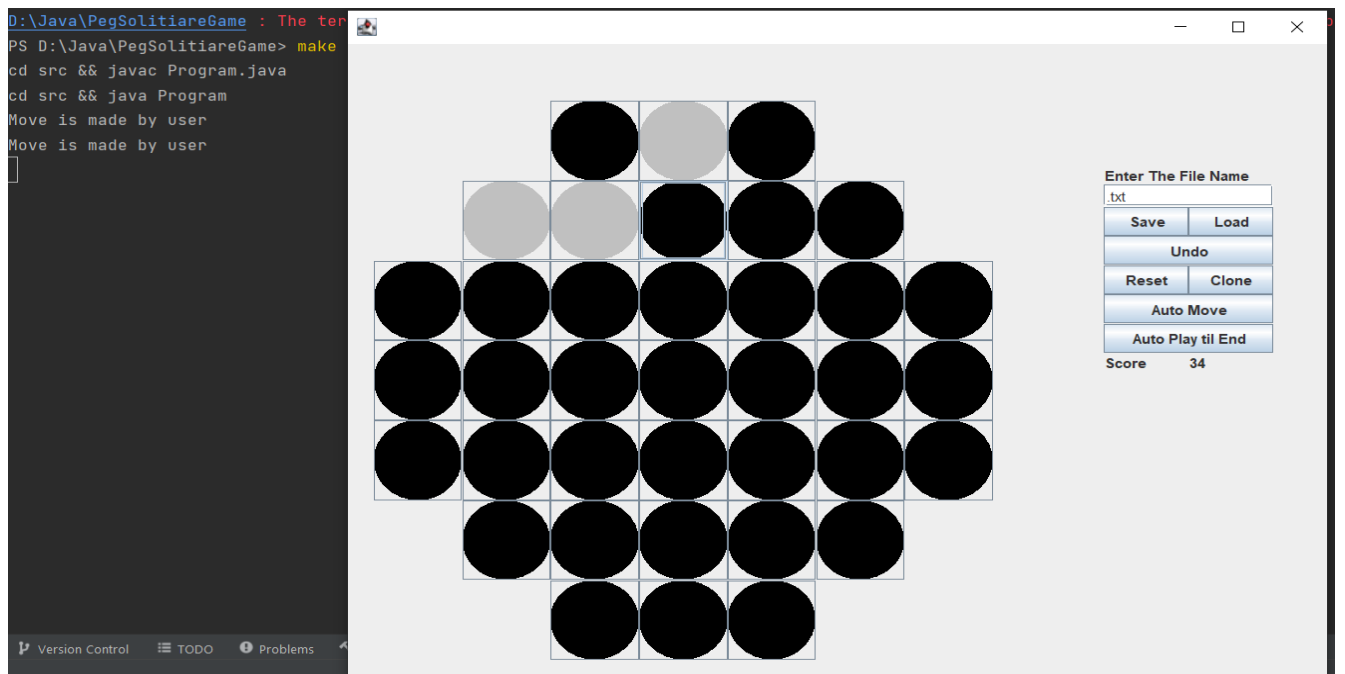
## BOARD 5



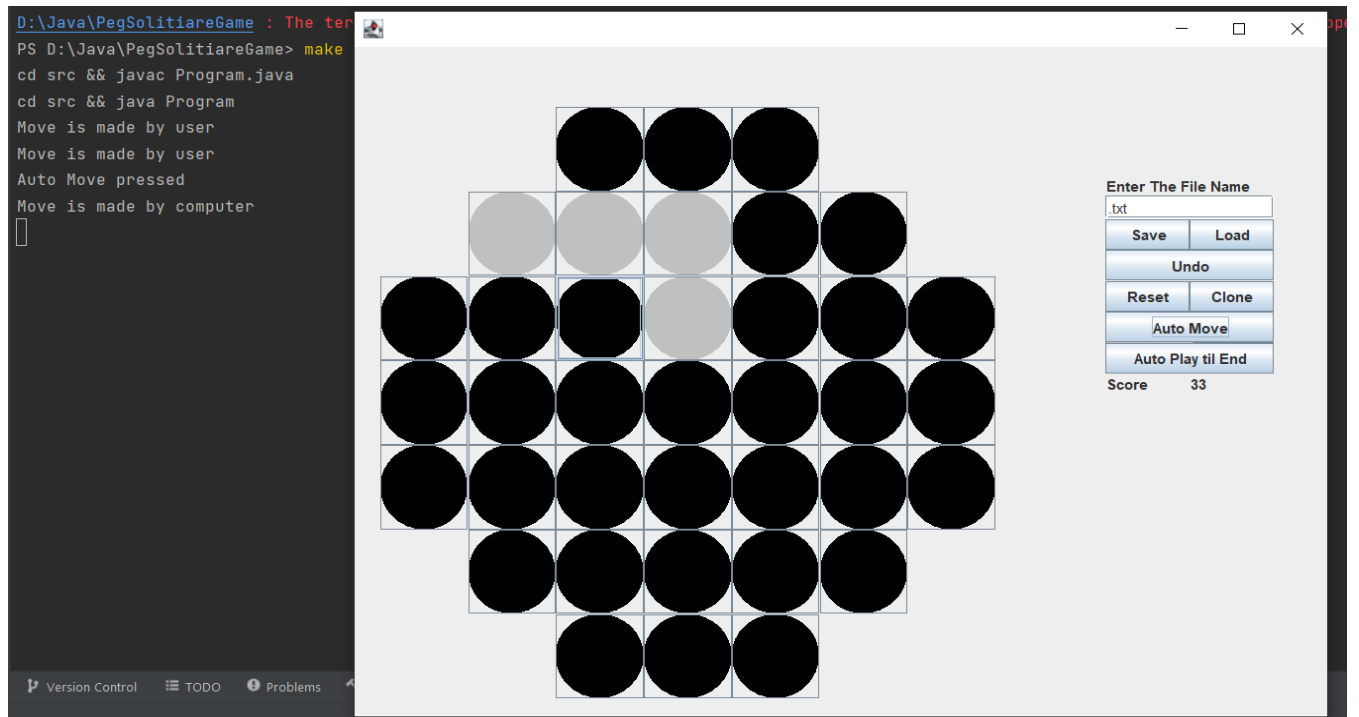
## USER MOVE 1



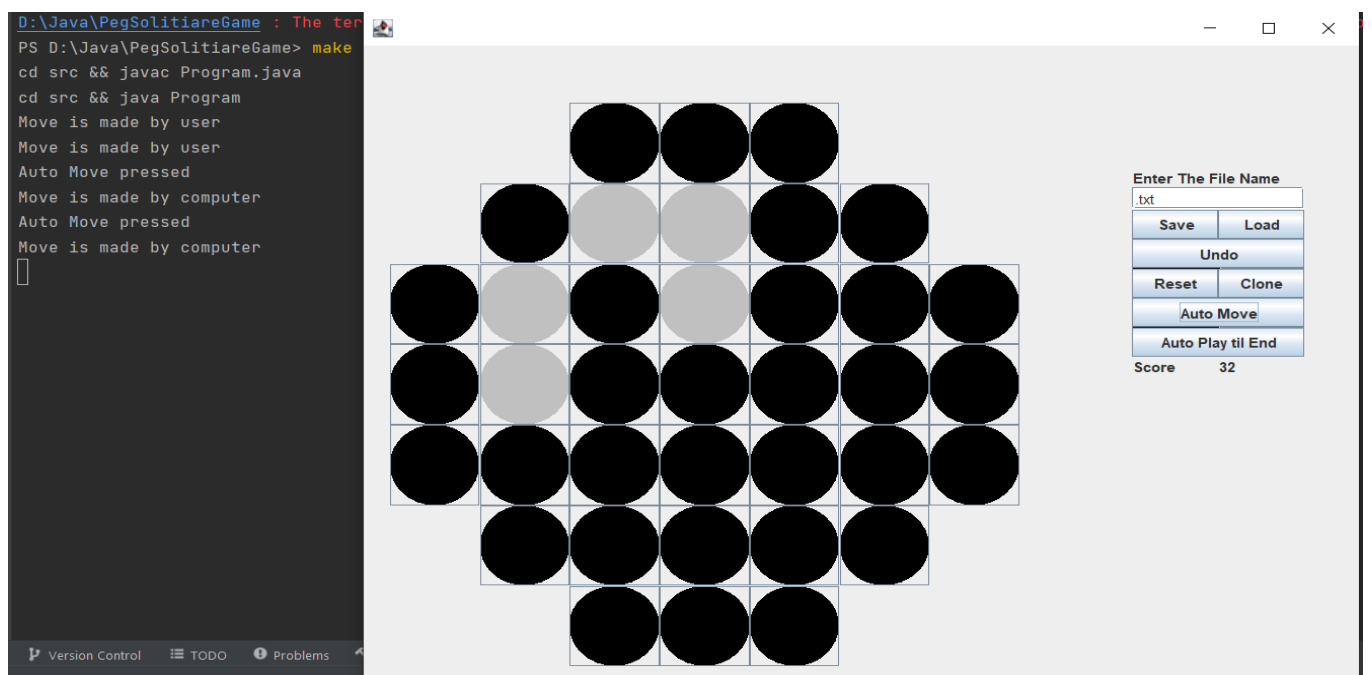
## USER MOVE 2



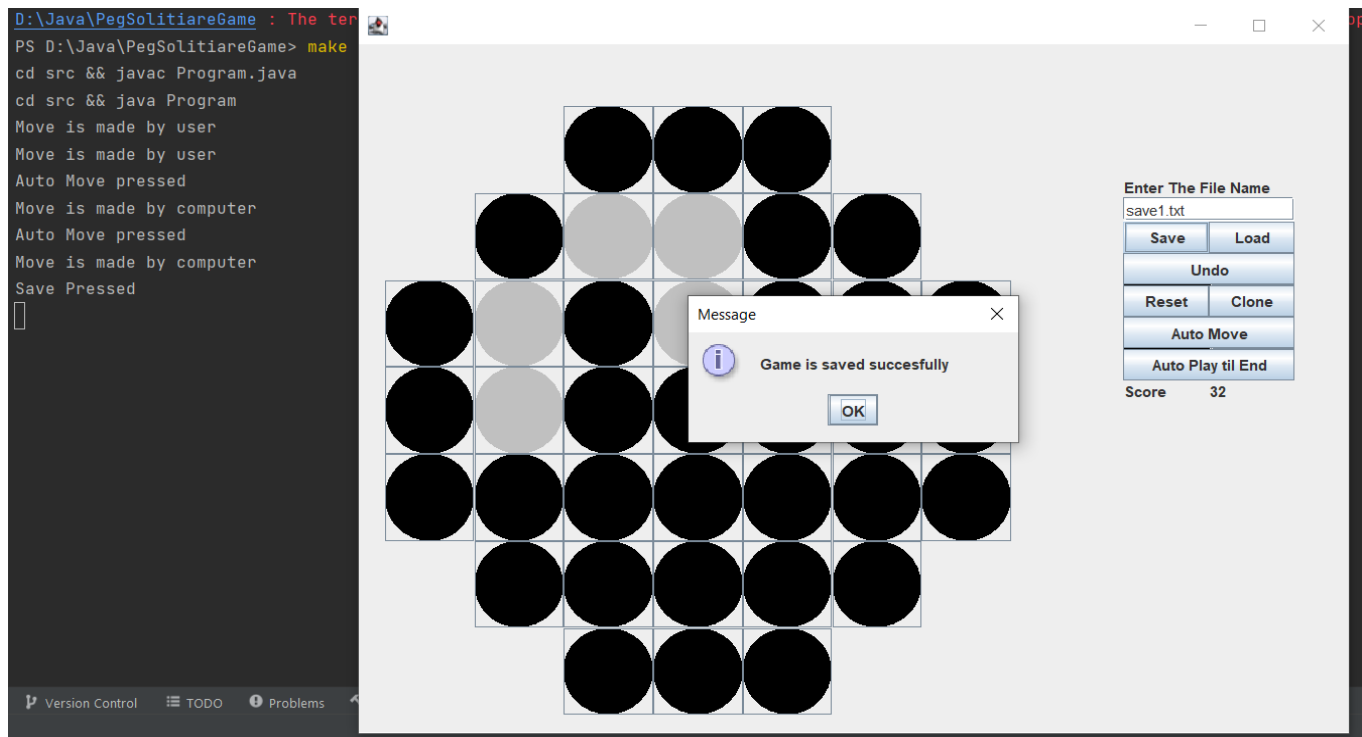
## AUTO MOVE 1



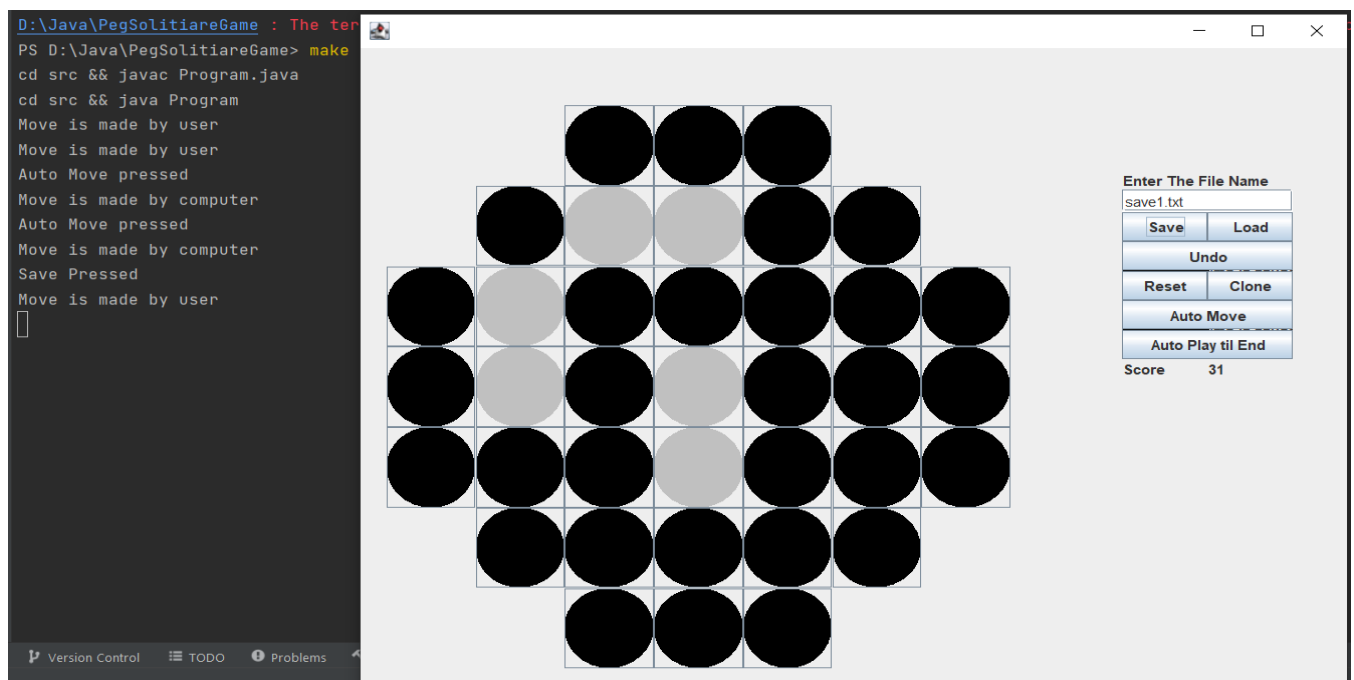
## AUTO MOVE 2



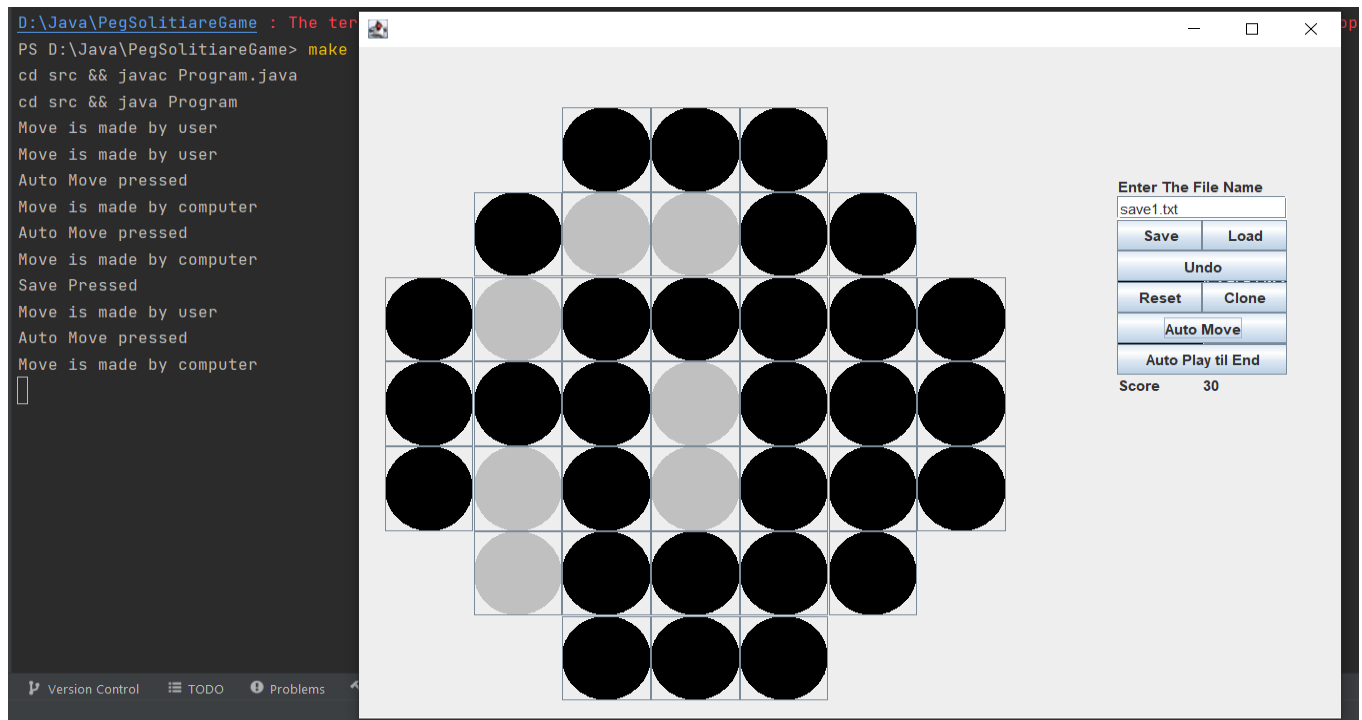
## SAVE



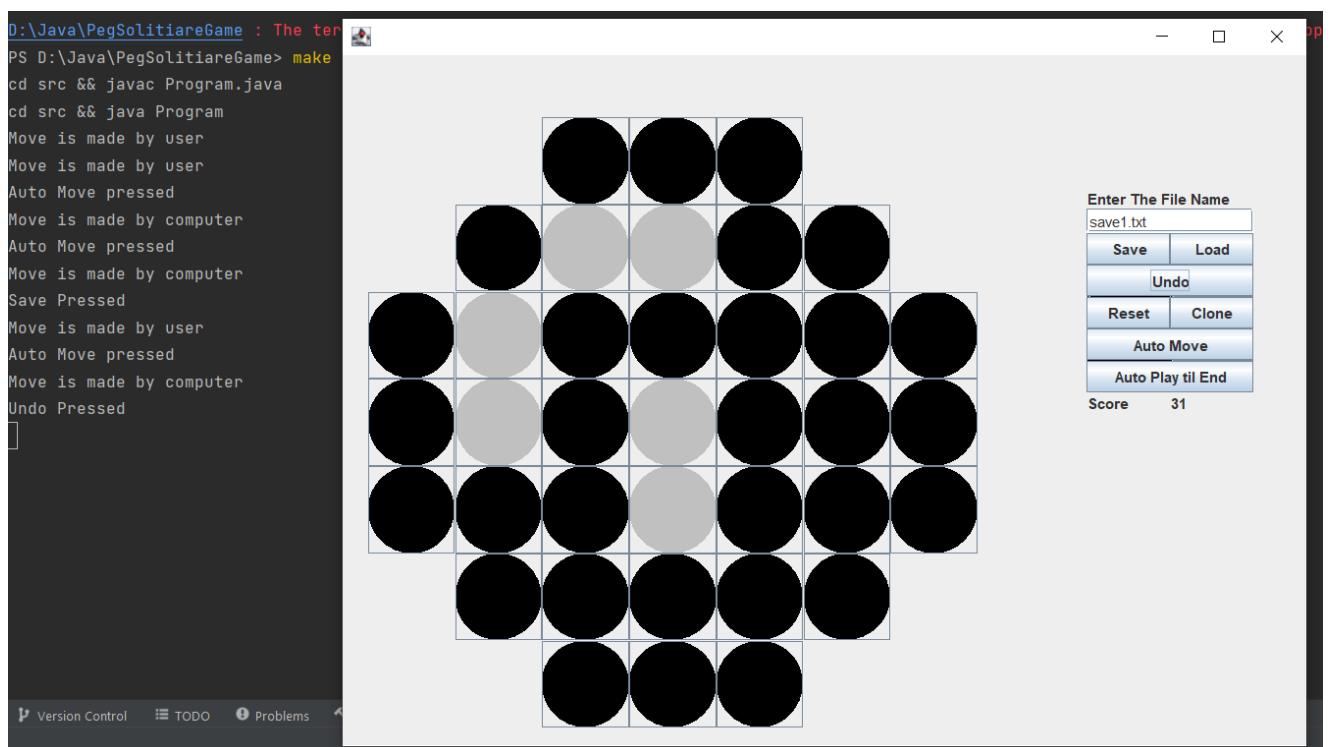
## USER MOVE 3



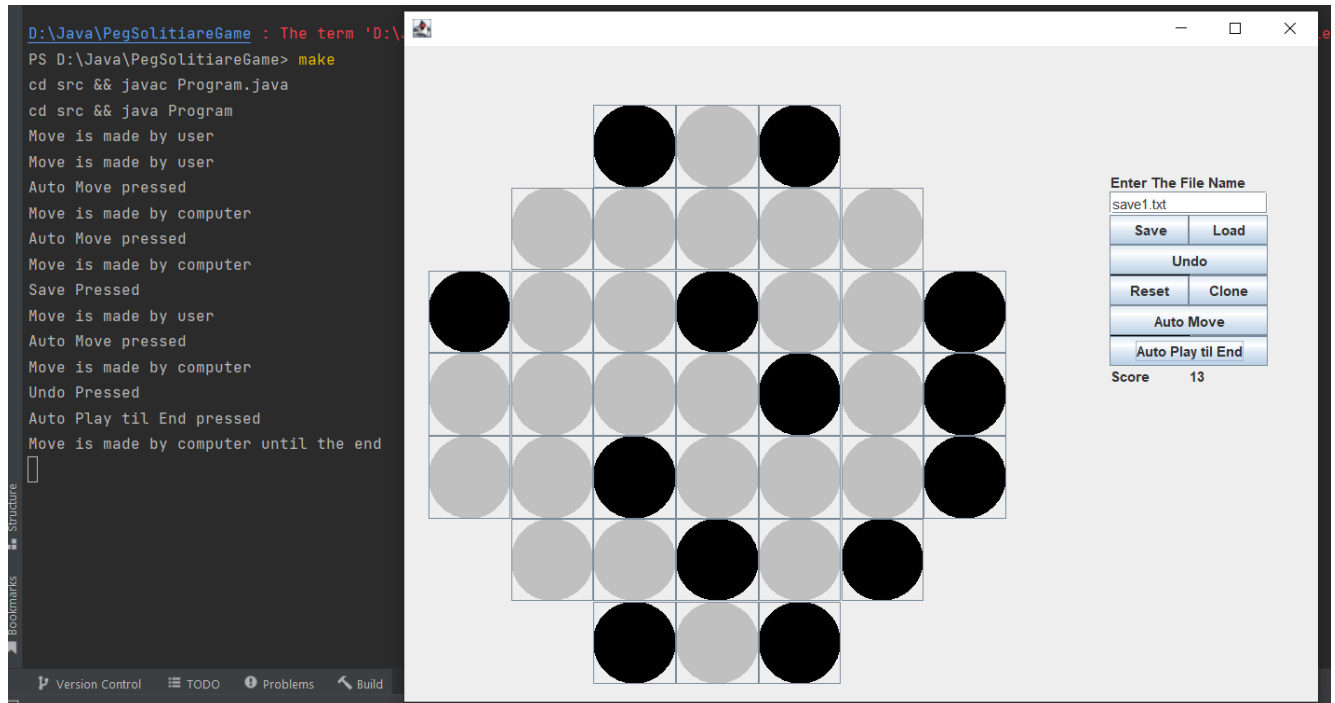
## AUTO MOVE 3



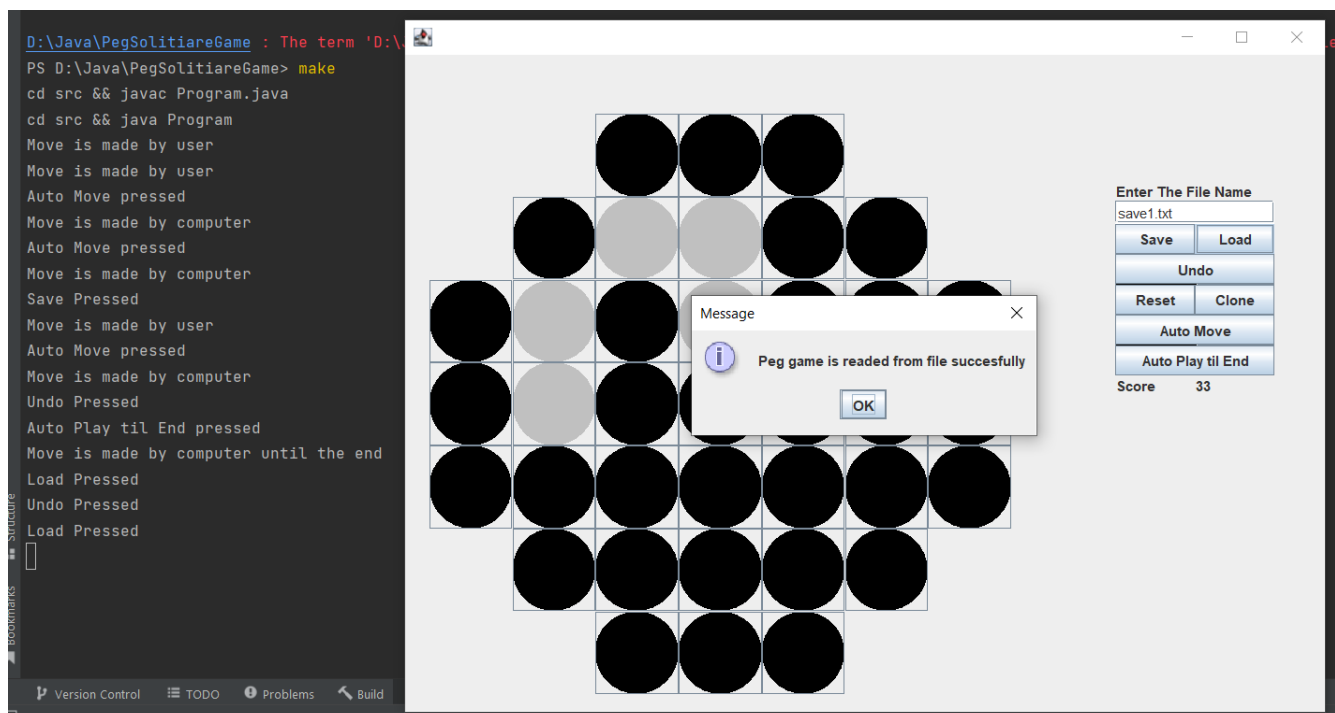
## UNDO



## AUTO PLAY UNTIL END



## LOAD





## USER MOVE 4

The screenshot shows the Peg Solitaire Game interface. On the left is a terminal window with the following output:

```
D:\Java\PegSolitaireGame : The term 'D:\
PS D:\Java\PegSolitaireGame> make
cd src && javac Program.java
cd src && java Program
Move is made by user
Move is made by user
Auto Move pressed
Move is made by computer
Auto Move pressed
Move is made by computer
Save Pressed
Move is made by user
Auto Move pressed
Move is made by computer
Undo Pressed
Auto Play til End pressed
Move is made by computer until the end
Load Pressed
Undo Pressed
Load Pressed
Move is made by user

```

The game board is a 13x13 grid with a cross-shaped pattern of holes. Black pegs are in all holes except the center hole (4,4) and the hole at (3,3). The score is 31.

On the right, there is a control panel with the following buttons:

- Enter The File Name
- save1.txt
- Save
- Load
- Undo
- Reset
- Clone
- Auto Move
- Auto Play til End
- Score 31

## RESET

The screenshot shows the Peg Solitaire Game interface after the Reset button has been pressed. The terminal window on the left shows the following output:

```
D:\Java\PegSolitaireGame : The term 'D:\
PS D:\Java\PegSolitaireGame> make
cd src && javac Program.java
cd src && java Program
Move is made by user
Move is made by user
Auto Move pressed
Move is made by computer
Auto Move pressed
Move is made by computer
Save Pressed
Move is made by user
Auto Move pressed
Move is made by computer
Undo Pressed
Auto Play til End pressed
Move is made by computer until the end
Load Pressed
Undo Pressed
Load Pressed
Move is made by user
Reset Pressed

```

The game board is a 13x13 grid with a cross-shaped pattern of holes. All holes are empty. The score is 36.

On the right, there is a control panel with the following buttons:

- Enter The File Name
- save1.txt
- Save
- Load
- Undo
- Reset
- Clone
- Auto Move
- Auto Play til End
- Score 36

## AUTO MOVE 4

D:\Java\PegSolitaireGame : The term 'D:\

```
PS D:\Java\PegSolitaireGame> make
cd src && javac Program.java
cd src && java Program
Move is made by user
Move is made by user
Auto Move pressed
Move is made by computer
Auto Move pressed
Move is made by computer
Save Pressed
Move is made by user
Auto Move pressed
Move is made by computer
Undo Pressed
Auto Play til End pressed
Move is made by computer until the end
Load Pressed
Undo Pressed
Load Pressed
Move is made by user
Reset Pressed
Auto Move pressed
Move is made by computer
```

Enter The File Name  
save1.txt  
Save Load  
Undo  
Reset Clone  
Auto Move  
Auto Play til End  
Score 35

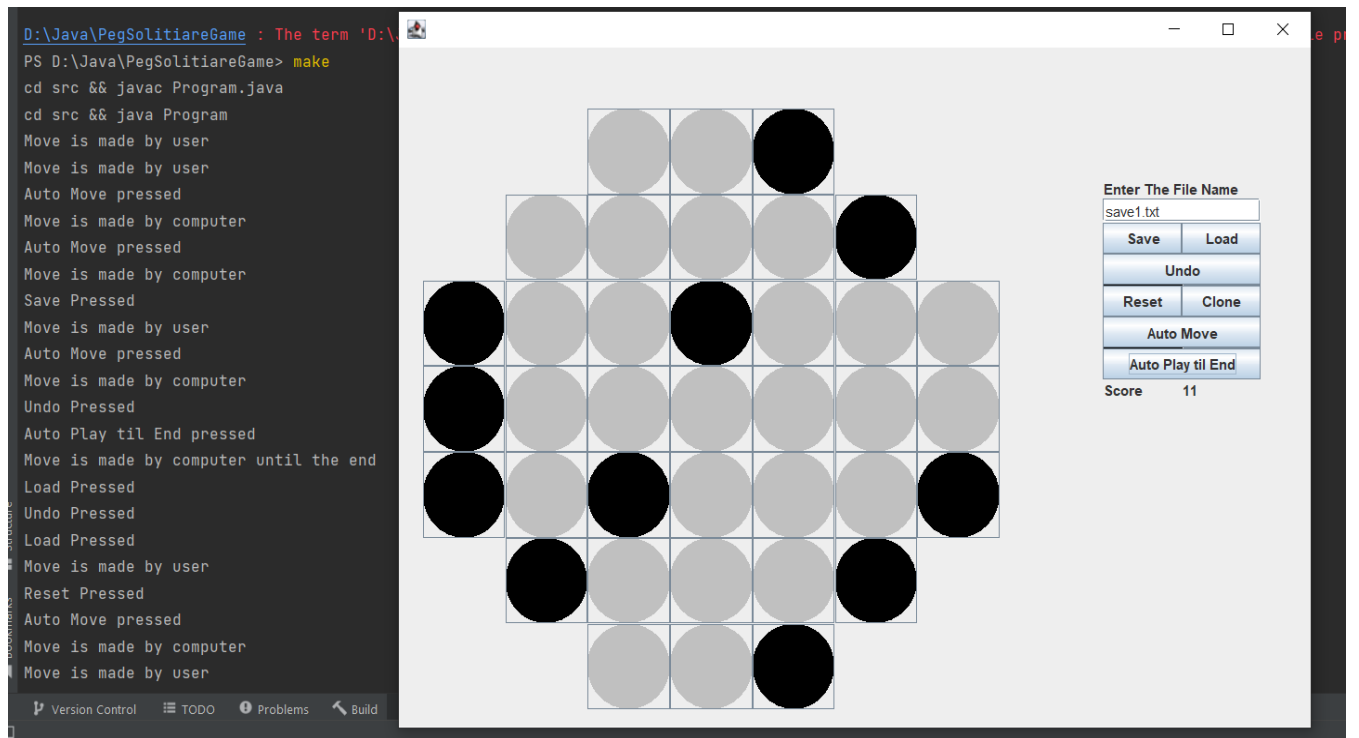
## USER MOVE 5

D:\Java\PegSolitaireGame : The term 'D:\

```
PS D:\Java\PegSolitaireGame> make
cd src && javac Program.java
cd src && java Program
Move is made by user
Move is made by user
Auto Move pressed
Move is made by computer
Auto Move pressed
Move is made by computer
Save Pressed
Move is made by user
Auto Move pressed
Move is made by computer
Undo Pressed
Auto Play til End pressed
Move is made by computer until the end
Load Pressed
Undo Pressed
Load Pressed
Move is made by user
Reset Pressed
Auto Move pressed
Move is made by computer
Move is made by user
```

Enter The File Name  
save1.txt  
Save Load  
Undo  
Reset Clone  
Auto Move  
Auto Play til End  
Score 34

## AUTO MOVE UNTIL END 2



MUHAMMED SİNAN PEHLİVANOĞLU

1901042664