

# HACETTEPE UNIVERSITY COMPUTER ENGINEERING DEPARTMENT DATA STRUCTURES LAB ASSIGNMENT 1

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# **AIM**

Our goal is to make a solitaire game from scratch.

# Note

I used the c 11 version of c ++ in this assignment. Even though my homework was running perfectly in Microsoft, but dev gave a segmentation error. My move to foundation pile "number", open "number", move pile "number" "number" "number" and exit commands work perfectly. But I had trouble with move waste "number", open from stock commands.

I will be glad if you take these into consideration while evaluating the assignment.

### 1. Problems

- In this assignment our problem is to be able to do this application using only arrays.
- One of our other problems is to do it according to the klondike version. Because there are some rules in the klondike version.
- For example, a few of these rules are like the king coming on an empty battery or just black on the red.
- Since there is no deletion in array, it directs to some solutions while writing.

# 2. Explanation

My approach to this task was as follows.

- After reading the files, I decided to use one-dimensional array for stock, waste and two-dimensional arrays for piles.
- Then I wrote the functions of the game commands.
- In this assignment, I learned better the functions of c ++ such as substr, find, compare.
- In this assignment, I reinforced the logic of array and matrices.
- This assignment showed me that c ++ and java are very similar languages and both are easy to use.

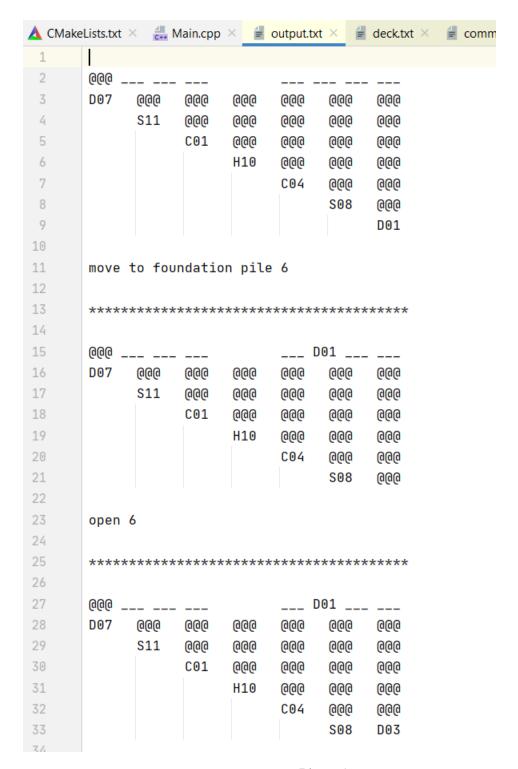


Photo 1

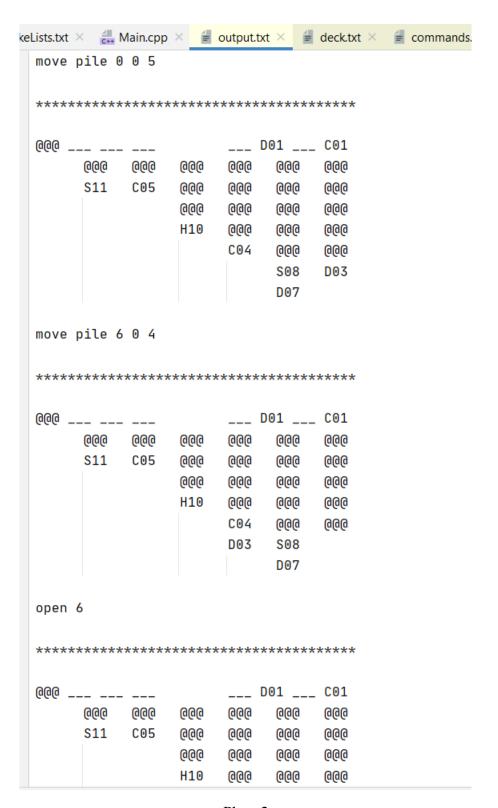


Photo2