

Rubik 3x3x3 6 sides 6 adows

## cublets

8x 3 faced 12x 2 faced 6x1 faced 9x turns x, y, z?

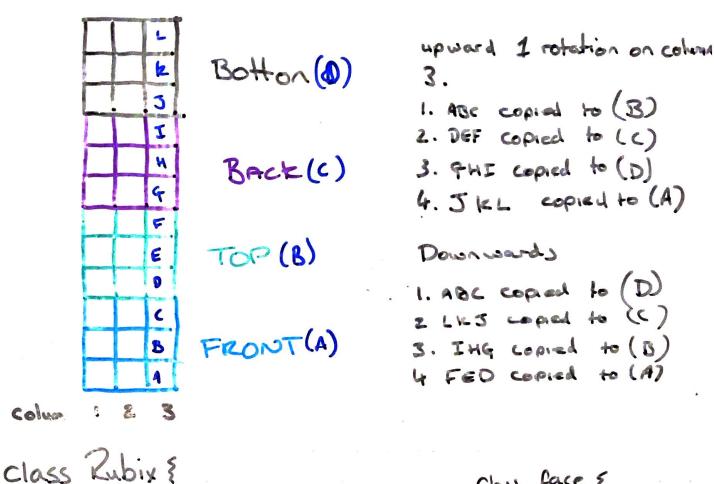
Multi dimensional array? 3D-1 wasted index.

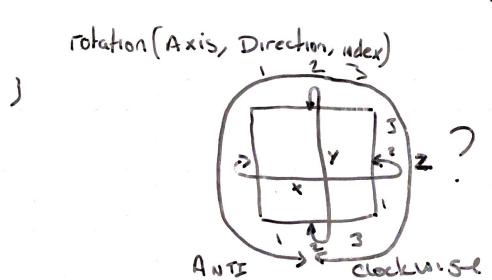
Face = II

resembles Matrix

B G R U O Y R G B

Each Rotation moves 3 values onto the next face in chair of 4 faces





Clockus se

Class face {
20 AZRAY (COPY (FACE, INDEX)
INSERT (DATH, INDEX)