## **Documentation:**

The Program has 3 main Classes: Grid, State, Rule . It simulates Childrens' Puzzle Book.

Main points in the Code:

<u>Main function</u>: create a Grid, an array of words (from the Input) and an Initiate state and call flailWildy function.

<u>flailWildy</u>: main while loop which checks each time if the game was over and if not, locates in the grid the next word from the "bank".

<u>allCandidates</u>: there are 8 possible directions for each word and MxN initiate places on the grid. So, it calls precondition function 8MN times and create a list with possible rules for apply.

precondition: A Boolean type function which checks:

- 1. if writing the word on the grid is "out of bounds"
- 2. if writing the word on the grid is "overlap another word"

<u>applyRule</u>: locates the word on the grid by the following steps:

- 1. Creating a new updates list of words
- 2. deep copy of the previous grid
- 3. placing the current word in the grid
- 4. Creating a new State and return it.

## **Outputs:**