JAVA PROJECT REPORT

PUZGAME



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INTRODUCTION TO THE PUZGAME



## Languages used: Java Applet programming

## Software used: My Eclipse 6.0.1

AIM:

## The main aim of the project is to create PUZGAME by using concepts of APPLETS, MULTI-THREADING, Exception handling.

## OVERVIEW OF THE PROJECT:

## The project entitled “PUZGAME” is developed by using java language.

## The user is given a 3\*3 size board of numbers from 1 to 8 arranged randomly with a blank space in box. The user can move the blank space left, right, top and Bottom and arrange the numbers in the order.

## MODULE1 (CREATION OF GRID LOOK):

## We used fillRect (x, y, h, v) to create a Grid look where all the 9 button shaped boxes will be created.

## MODULE-2 (CREATION OF 9 BUTTON SHAPED BOXES):

## We used nine fillRoundRect () to create a 9 button shaped boxes. The buttons will be created as 3\*3 matrix form. The array used for the buttons is two dimentional. All the 9 buttons should be correctly placed in the grid look.

## Note:

## The dimensions should be calculated to place the 9 buttons correctly inside the Grid look.

## MODULE-3

## (RANDOM GENERATION OF NUMBERS IN THE 9 BUTTON SHAPED BOXES):

## The numbers from 1 to 8 will be randomly generated inside the 9 round shaped boxes by leaving one box empty. We use randomize () to get the desired random input.

## The user can move the blank space left, right, top and Bottom and arrange the numbers in the order.

1

3

5

7

2

6

4

8

## MODULE-4 (SETTING THE DESIRED GOAL):

## For getting the game to end there should be some desired goal should be initialized.

## For that we had set a goal as:

## Goal[]={1,2,3,8,0,4,7,6,5};

1

3

2

8

4

6

5

7

## MODULE-5 (MOVEMENT OF NUMBERS):

## 

## For moving the numbers in the blank space we used

## Key events like keyPressed ().whenever we press the arrow mark keys the keypressed event is invoked.

## We initialized getKeycode () for the movement of numbers up, down, right, left to get the desired goal.

## MODULE-6(CHECKING CURRENT AND GOAL NODE FOR EQUALITY):

## If the user moves the numbers in blank space and arrange the numbers in order as the goal[]={1,2,3,8,0,4,7,6,5} then the game will end.

## It will automatically shows total number of moves that the user have taken to get a desired goal.

## And it will show:

## You have won the game!

## Congratulations!

# 

# This is the final result the user get after arranging the numbers in desired goal….