

class Test1	class Puzzles
<pre> Main _Get Board Size() _Puzzles bord _Play() Play __max Moves = Get Max Moves() __While(!puzzle Ordered){ __print(bord) __get Number() __if(number Of Moves>= max Moves + 1) __print("I Give Up!"); }</pre>	<pre>] Y],[X[size Puzzles _[X][Y]=NEW [size][size] _This.size=size Puzzle Ordered For(i=1,i<size^2,i+=1){ R=Random() For(j=1,j<size^2,j+=1){ If [X(R)][Y(R)] =0 [X(R)][Y(R)] = I Break R=(R+1)% Size^2 }} move Number if (near Empty()) moving Number() print puzzle</pre>