

DATA STRUCTURES PROJECT

KNIGHT'S TOUR

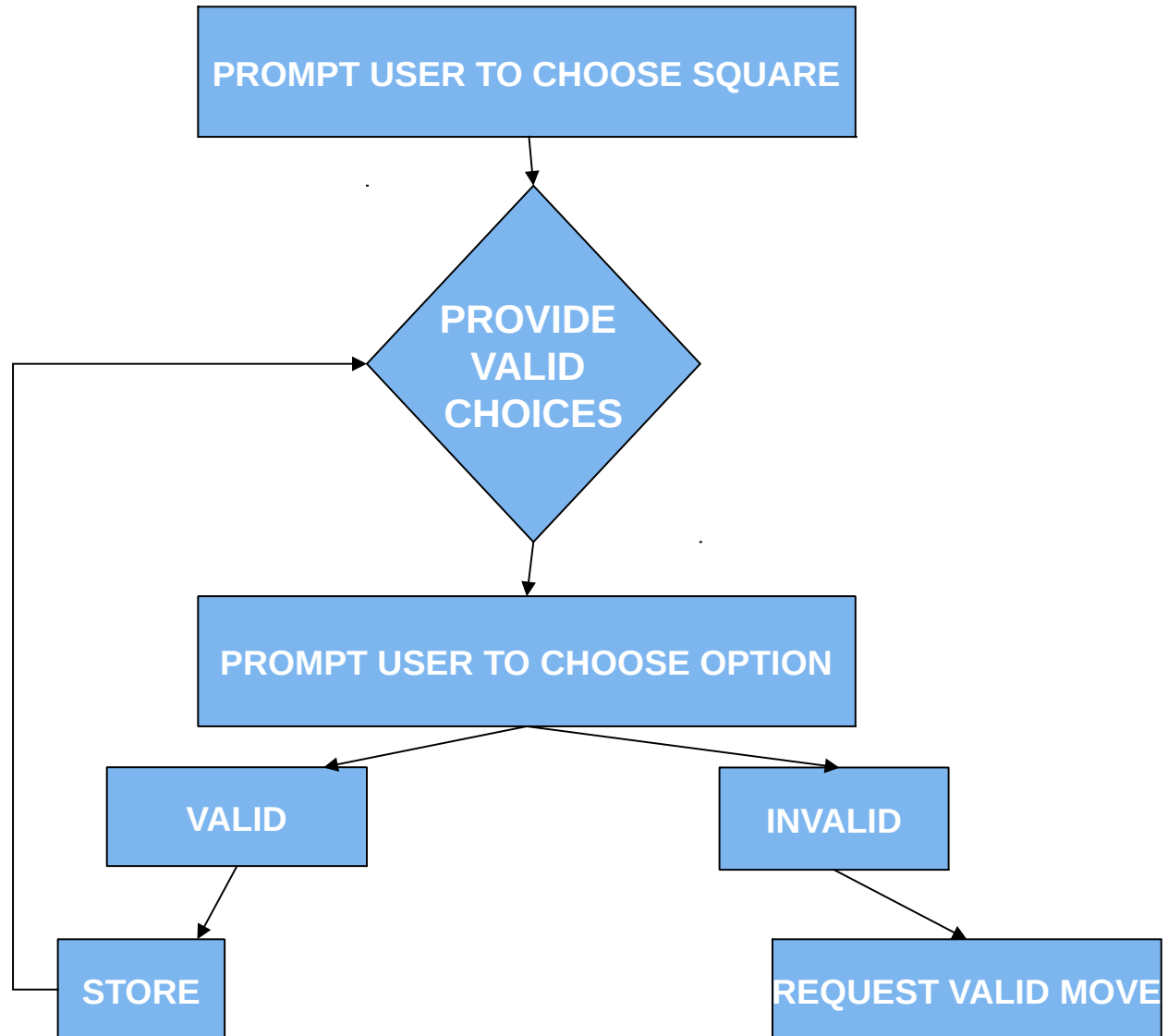
PROJECT DESCRIPTION

The Knight's Tour game uses a chessboard interface. The user is asked to move to each square of the chessboard once and only once using only valid knight moves. The user is provided with options at each choice of a square. He wins if he has moved to all the 64 squares of an 8x8 board precisely once, successfully.

Data Structures used

We have made use of a graph to store all the possible moves that a user can make. An array is used to keep track of the user's moves and display them after playing the game.

DESIGN FLOWCHART



Tools Used

- JAVA
- SWING

Screenshot

