

# Slide Puzzle

-Class Puzzle - contains the 2D array of the puzzle with methods to modify

- private int[][] \_data - instance variable
- public void scramble() - scrambles the puzzle
- public void moveLeft() - moves a piece left
- public void moveRight() - moves a piece right
- public void moveUp() - moves a piece up
- public void moveDown() - moves a piece down
- public String toString() - overwritten toString() prints puzzle

-Class Solver - gives the solution to an instance of Puzzle

-Class TextFiles - will write to, create, or read from a plaintext file containing a correctly formatted puzzle

- public void writeTo(String fileName, Puzzle p) - will write Puzzle p into a new or existing file of name fileName
- public Puzzle readFrom(String fileName) - will translate the puzzle in text file fileName into a Puzzle

-Class PuzzDriver - driver for other classes, will have user input options for scrambling default puzzle, creating new puzzle from a text file, moving puzzle pieces, and getting a solution