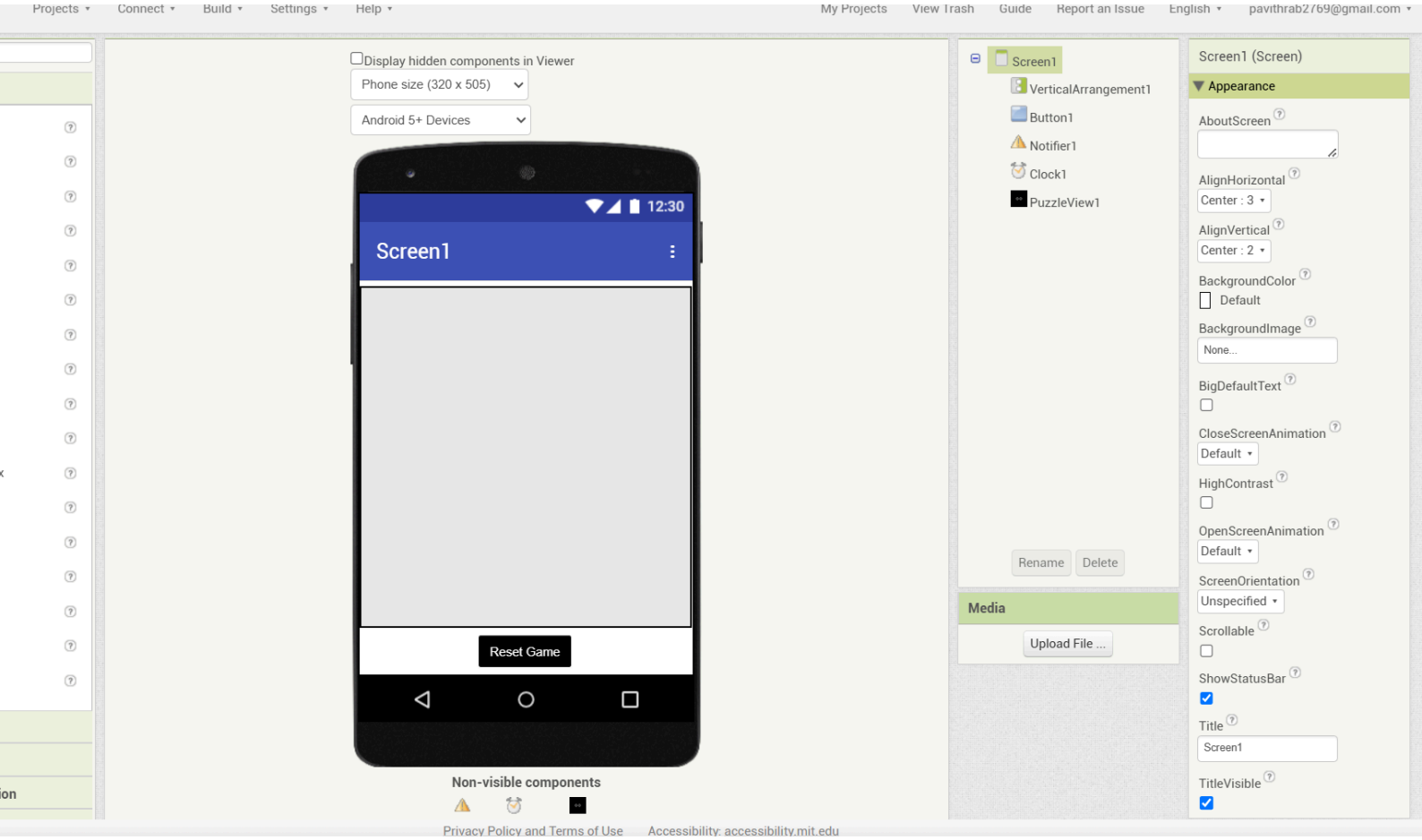
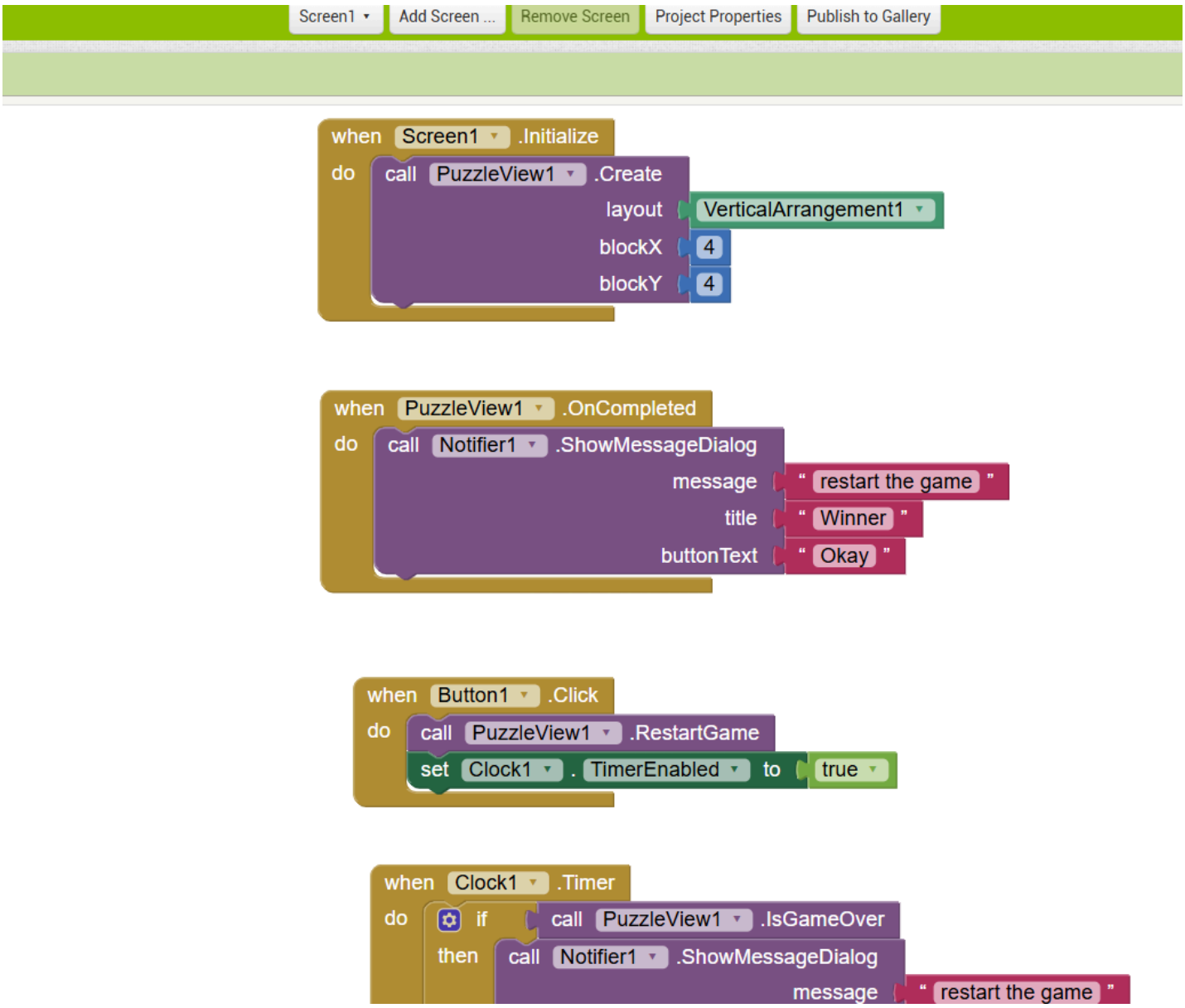
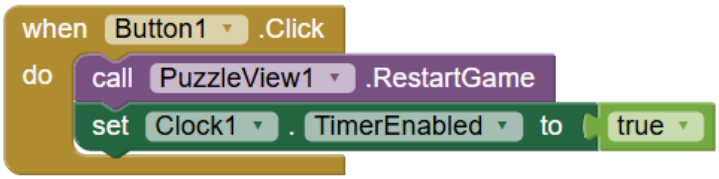
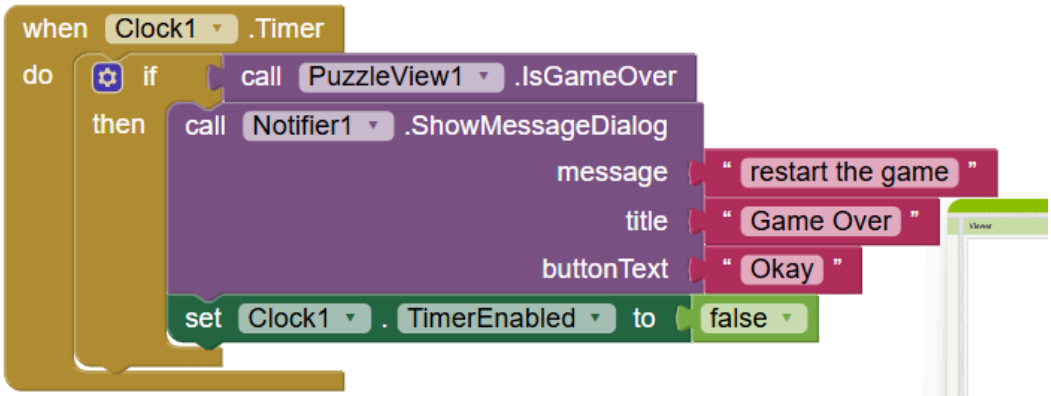
APP NAME : *puzzle*

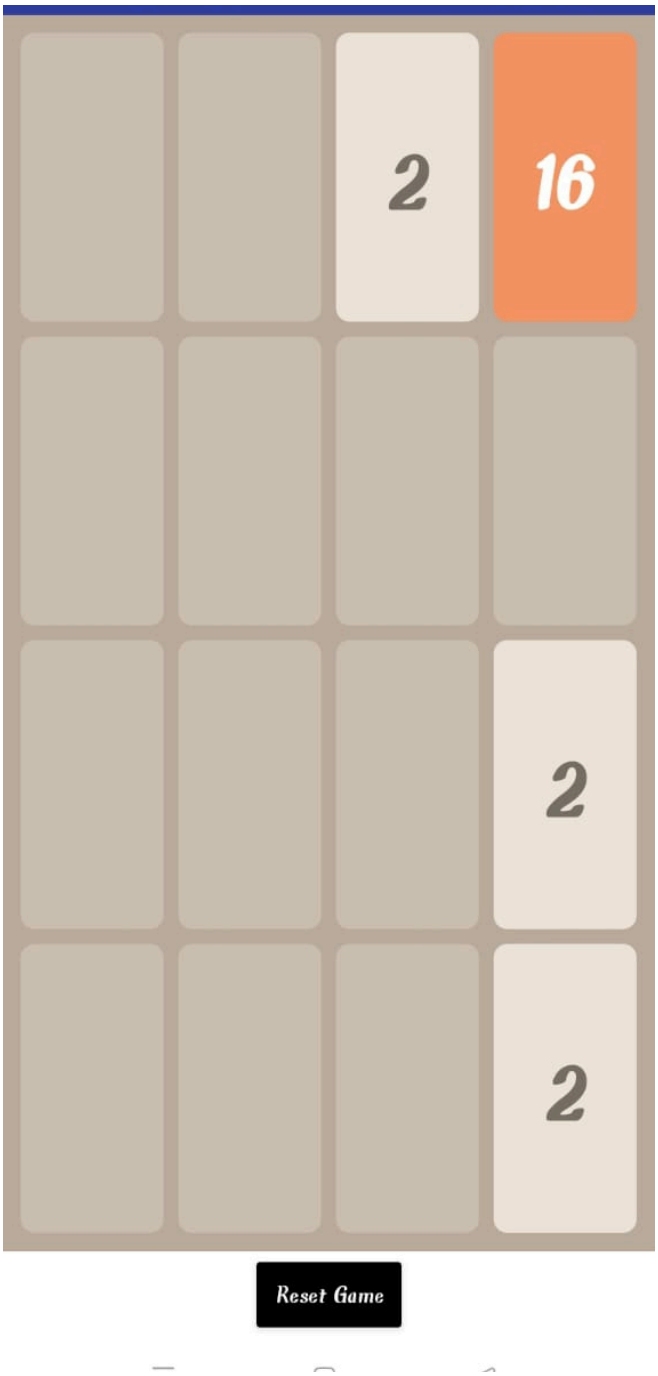


block


Screen1
Add Screen ...
Remove Screen
Project Properties
Publish to Gallery
when Screen1 .Initialize
do call PuzzleView1 .Create
layout VerticalArrangement1
blockX 4
blockY 4
when PuzzleView1 .OnCompleted
do call Notifier1 .ShowMessageDialog
message " restart the game "
title " Winner "
buttonText " Okay "
when Button1 .Click
do call PuzzleView1 .RestartGame
set Clock1 . TimerEnabled to true
when Clock1 .Timer
do if call PuzzleView1 .IsGameOver
then call Notifier1 .ShowMessageDialog
message " restart the game "


when Button1 .Click
do call PuzzleView1 .RestartGame
set Clock1 . TimerEnabled to true


when Clock1 .Timer
do if call PuzzleView1 .IsGameOver
then call Notifier1 .ShowMessageDialog
message " restart the game "
title " Game Over "
buttonText " Okay "
set Clock1 . TimerEnabled to false



description:

Puzzle apps are designed to test and improve problem-solving skills, such as logic, pattern recognition, word completion, and understanding a process.

how to work :

connect the same numbers , it display addition of two numbers, there is limited to connection , so connect the numbers properly .

team name : pro partners

team members :

B .Pavithra - CSE167

V.A. Priyadharshini - CSE182

T . Priyanka - CSE183

M.Ramya-CSE187