**E. Slider Puzzle**

The goal for phase 2 was to continue coding the GUI for the slider puzzle, implementing the required methods, adding action listeners, begin testing, and integrating the slider puzzle into the main menu. Below is a screen capture demonstrating the launch of the GUI from the main menu:

Graphical user interface, website

Description automatically generated

All the required methods and action listeners were successfully implemented in phase 2. The program now allows the user to swap the image tiles and detects when the puzzle is complete. A message is displayed that informs the user that the puzzle has been completed. I also adjusted the code so that the main menu does not close when the slider puzzle is exited. This will allow the user to launch multiple games at once. Moving forward into phase 3, the goal will be to integrate the slider puzzle into a package containing all the java games and to continue testing.