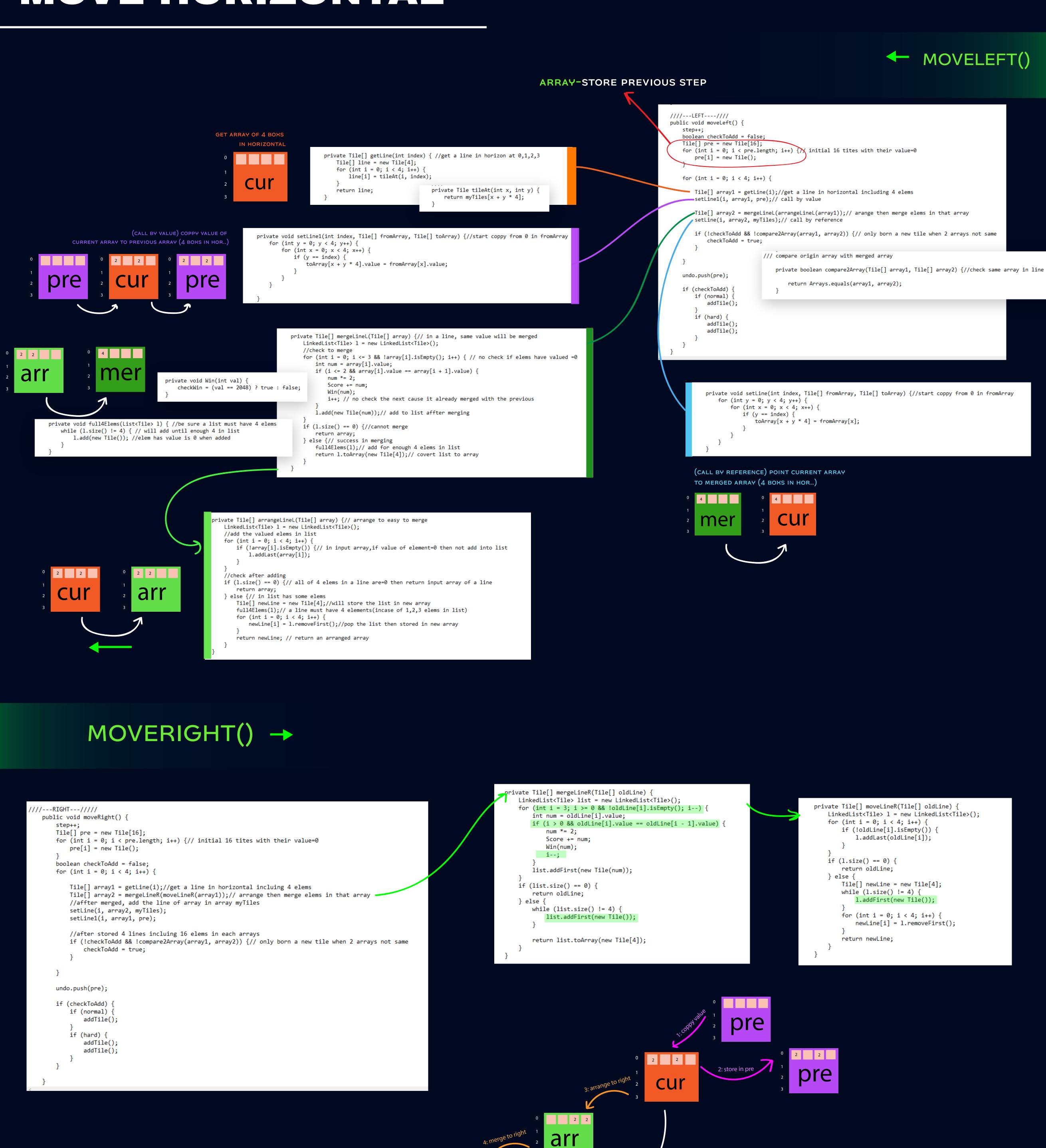
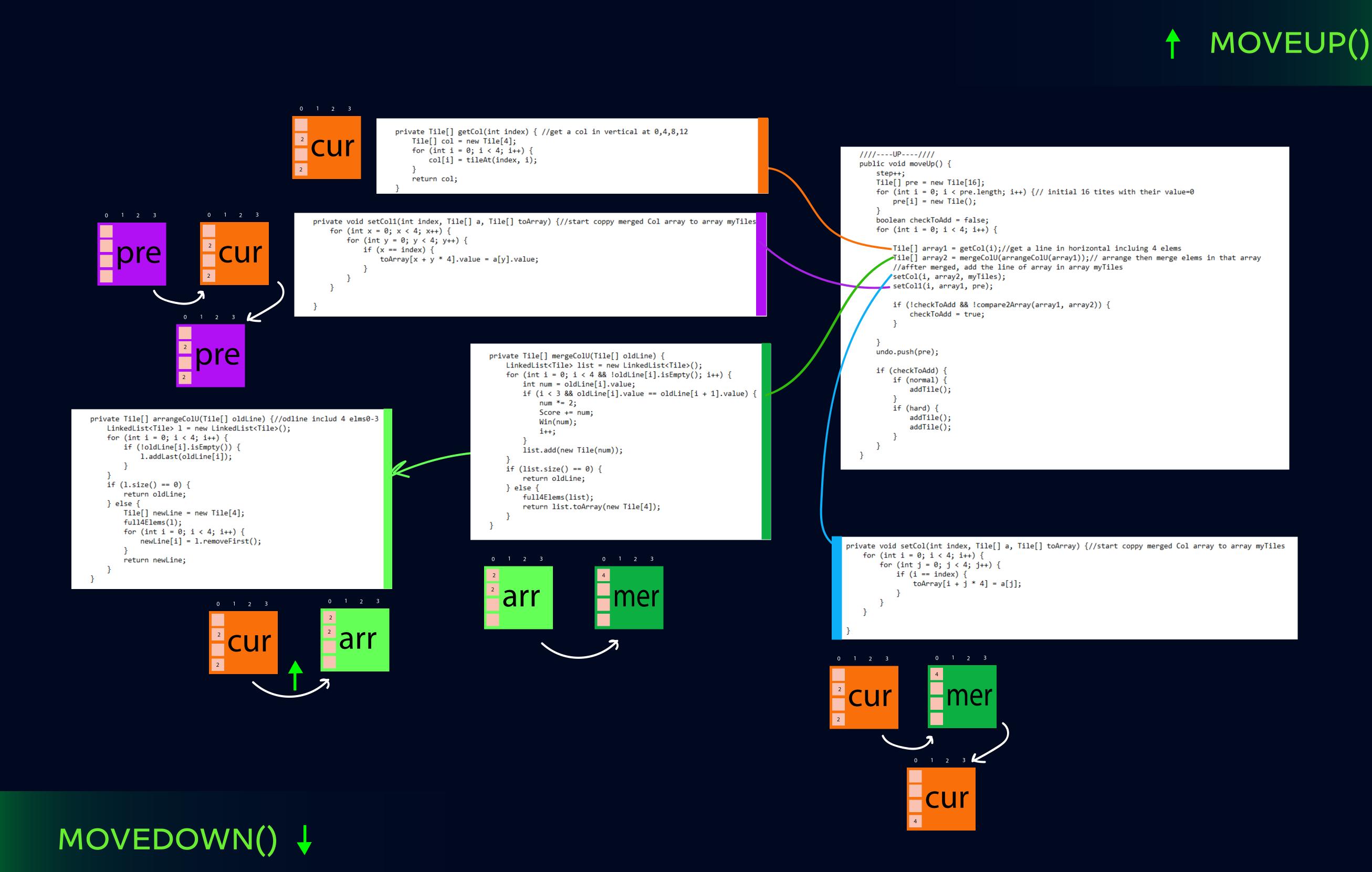
STARTGAME() public void startGame() { boardhard = ImageLoader.loadImage("boardhard.png"); normalboard = ImageLoader.loadImage("normalboard.png"); stboard = ImageLoader.loadImage("stboard.png"); winboard = ImageLoader.loadImage("winboard.png"); loseboard = ImageLoader.loadImage("loseboard.png"); INITIAL A BOARD INCLUDING 16 BOX OBJECTS Score = 0; checkWin = false; checkLose = false; myTiles = new Tile[16];//4*4 tiles for (int i = 0; i < myTiles.length; i++) {// initial 16 tites with their value=0 AT THE BEGINNING NORMAL LEVEL: BORN 1 BOX myTiles[i] = new Tile(); if (normal) { addTile();// add 2 tiles at the begin in random position on board addTile(); if (hard) { for (int i = 1; i <= 4; i++) { addTile(); HARD LEVEL: BORN 4 BOXS ////----BORN TILE----//// ADDTILE() private void addTile() { List<Tile> list = checkSpace();//list of available space to add new title TAKE A RANDOM POSITION IN A LIST OF EMPTY BOX OBJECTS if (!checkSpace().isEmpty()) { // until all tiles on the board have value >0 int pos = (int) (Math.random() * list.size()) + 0; if (normal) { TAKE 1 BOX OBJECT -> RANDOMLY SET ITS VALUE IS 2 OR 4 if (Math.random() < 1) { list.get(pos).value = 2; list.get(pos).value = 4; if (hard) { double randomDouble = Math.random(); randomDouble = randomDouble * 2; int randomInt = (int) randomDouble; if (randomInt == 0) { list.get(pos).value = 2; } else if (randomInt == 1) { list.get(pos).value = 4; private List<Tile> checkSpace() { final List<Tile> list = new ArrayList<Tile>(16);// add obj Tile in list if its value=0 for (int k = 0; k < myTiles.length; k++) { if (myTiles[k].isEmpty()) { list.add(myTiles[k]); return list; CHECKSPACE() ADD ALL OF THE BOXS OBJECTS INTO THE LIST

MOVE HORIZONTAL

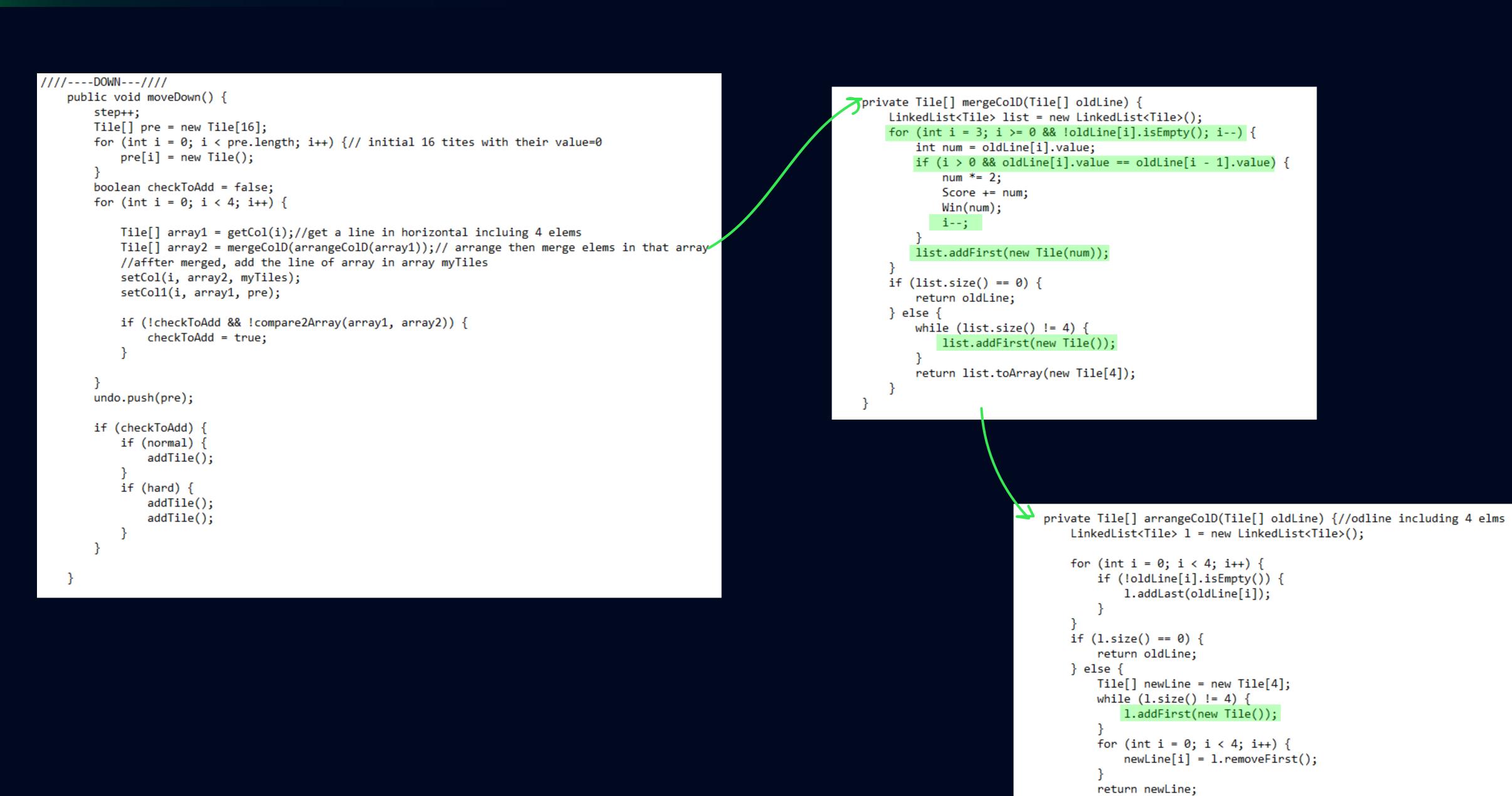
IF THAT BOX OBJECT IS EMPTY (ITS VALUE=O)



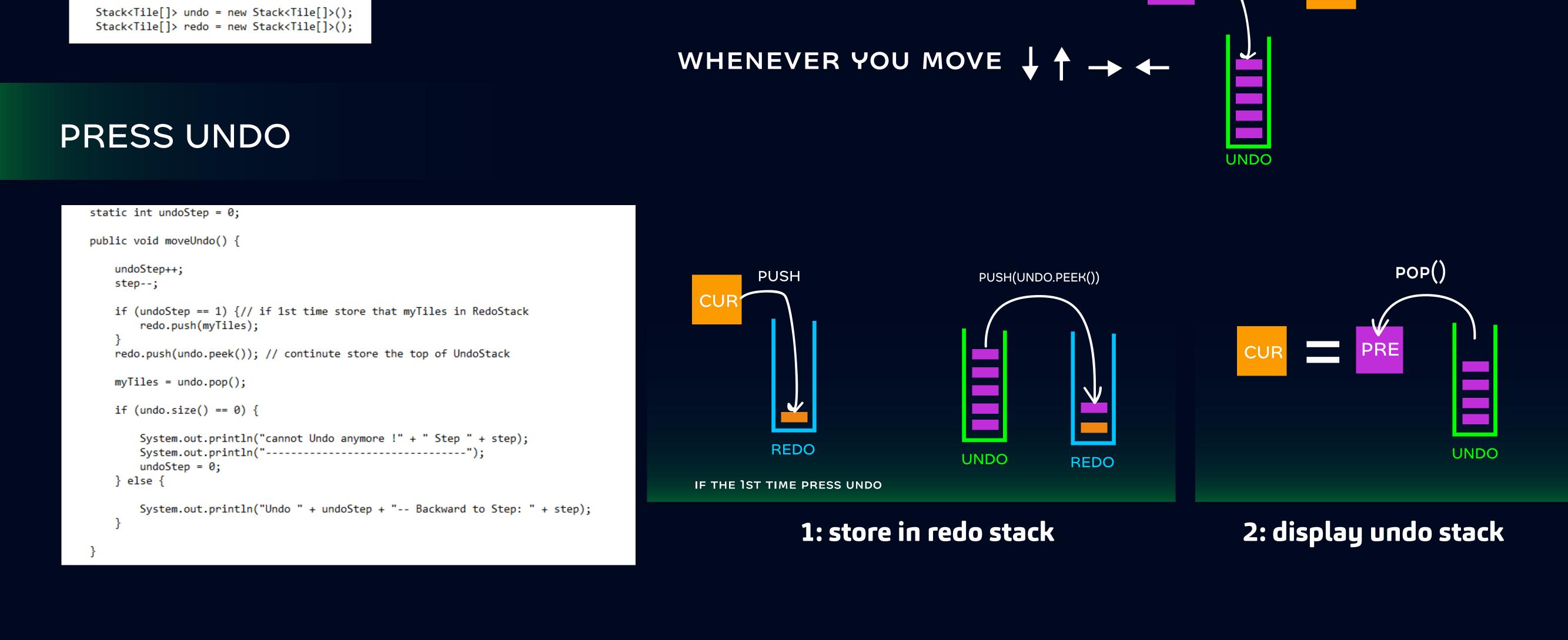
MOVE VERTICAL



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UNDO I REDO



PUSH

CUR

PRE

PRESS REDO

