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Thread: [Sliding Puzzle Game \(Need help\)](#)

RainbowDragon - September 20, 2020, 10:14 am

Hi everyone, trying to help someone out with the 'Puzzle of fifteen' Tiles Game. I have zero knowledge (but learning), and the deadline is a few days away. I dont think we'll be able to solve this by ourselves in the time left, we're looking for someone to complete this.

I need someone to write: SlidingPuzzle, Switch, reset, shuffle, getNoOfMoves, isLegalMove, makeMove, isSolved, tooString, getPos, randomize, isSolvable, noOfInversions. No advanced methods and test it is solvable. I think the study group will create the game at a later date. I am looking for someone to ensure the code is correct and test it is workable / solvable (for want of a better explanation)

They all look like this

```
public SlidingPuzzle( Dimension dimension) {  
    // ...switch statement (I need these writing and solvable)
```

If anyone needs more info, wants me to clarify anything, thinks they may be able to help, get in touch and I'll do my best. (I didnt post the code here because its a school project / wanted to keep it somewhat private; I could show the code by hastebins in pm ?).

saltycracker - September 20, 2020, 10:22 pm

Write it as what? A console app? A GUI app? A web app? A library? You basically gave us nothing to solve.

RainbowDragon - September 21, 2020, 1:57 am

Please see original post for detail or ask, thanks.

(Sep 21, 2020 03:39 AM)saltycracker Wrote: [\[CITE\]](#) Here's a link which show's you how to use enum's in a switch.

Thanks for the link, ill have a read. Tried to like post but dont have enough bytes yet :)

saltycracker - September 21, 2020, 3:39 am

Here's a link which show's you how to use enum's in a switch.

<https://www.java67.com/2012/09/how-to-use-java-enum-in-switch-case-example.html>