KEY CONCEPTS

Graphical User Interfaces, callback functions

ASSIGNMENT

Program a graphical user interface for the 15-puzzle.

REQUIREMENTS

1) You can assume that the user only plays the 15 puzzle, and not smaller or larger variants of the puzzle. This will simplify the design of the user interface.
2) The numbered tiles are now visualized in a figure window and the user can click on each numbered tile to move them around.
3) There should be a button “new game” that initializes a new game when pressed
4) There should be an exit button that clears the figure window and returns control to the command window.
5) There should be a message displayed on the screen if the user completes the game successfully.

EXTRA CREDIT

Make the user interface more flexible and allow any size n-puzzle to be played.

GRADING

This assignment is worth 100 points (before extra credit).

Your grade for this assignment is based on an in-class demonstration of your program (for the TA and/or instructor).