

Problem Set 3: Game of Fifteen

What to Do

1. Implement either of:
 - [Find](#), less comfortable
 - [Find](#), more comfortable

```
find/ x (+)
~/workspace/ $ cd pset3
~/workspace/pset3/ $ cd find
~/workspace/pset3/find/ $ ./find 42

haystack[0] = 50
haystack[1] = 43
haystack[2] =
Didn't find needle in haystack.

~/workspace/pset3/find/ $ ./find 43

haystack[0] = 50
haystack[1] = 43
haystack[2] =
Found needle in haystack!

~/workspace/pset3/find/ $
```

2. Implement [Game of Fifteen](#)

```
fifteen/ x (+)
~/workspace/pset3/fifteen/ $ ./fifteen 3
WELCOME TO GAME OF FIFTEEN
8 7 6
5 4 3
2 1 0
Tile to move: 
```

```
fifteen/ x (+)
8 7 0
5 3 6
2 4 1
Tile to move: 
```