

For this year's DDM we were required to code a crossword assignment. This program would have to have 3 classes a clue class, a square class, and a crossword class. The square class would hold data required to function for example the letter of what would be printed. The clue class would hold all data specific to the clue, including starting row and column, direction, the clue number, the answer, and the clue itself. Last the crossword would hold the 2d array of squares that make up the puzzle, and an array of clues.

To start I worked through the clue and square class. Those 2 classes were very simple as it consisted of mostly getters and setters. The big class was the crossword class. The first thing I did with it was to write a function to display all clues, horizontal first then vertical. Next I did displaying specific clues which was easy all I had to do was get the index of the clue then print it. After was the erase which just clears all the squares of a certain clue. Last I had to write a function to check if the puzzle was complete which was easy due to my variable that contains if it is correct.

This assignment was great for teaching how to work with 2d object arrays. It helped me learn how functions can interact with each other. It also helped me practice with 2d and 1d object arrays. It also helped me learn how to program better user input with validation.