

Lab 12 code reading

From `lijnenspel.*`

What do the `const` and `&` do in the header for `count_numsquares` (and others)? Why is their use appropriate here?

Describe how the computation in `valid_puzzle` works.

Why are there two parts to the `while` conditions in the `count_arrows` functions?

...and what would happen if the two halves of the `and` were switched?

Why is there no `else` in `is_puzzle_completed`?

(Continued on reverse)

From `play_board.cpp`

The `main` function is declared differently than we've seen before. What resources can you use to find out how this version of it works? (We'll talk about it in class, but you should already have a hypothesis when you get there.)

What happens if the provided filename is incorrect or inaccessible?

There is no error checking of the user input when typing moves. Name at least four different ways the user could provide bad input, and say what that bad input causes the program to do.

How does the game determine when the player has won? What line(s) of code make that determination?