

Introduction

A `Move` object represents a move in the Rectangle Puzzle. In a legal move, a peg jumps over an adjacent peg and lands in the following unoccupied hole.

Data Members

- `Vectr<Point> m_move` – The move, as a vector of three points. The first point is the location of the peg that is jumping. The second point is the location of the peg that is jumped over. The third point is the location of the hole where the jumping peg lands.

Public Member Functions

Constructors

- `Move();`
Constructs a `Move` with three default `Point` objects.
- `Move(Point from, Point over, Point to);`
Constructs a `Move` with `from` as the first point, `over` as the second point, and `to` as the third point.

Inspectors

- `Point from() const;`
Returns the first point of the move, the location of the jumping peg.
- `Point over() const;`
Returns the second point of the move, the location of the jumped-over peg.
- `Point to() const;`
Returns the third point of the move, the location of the empty hole.

Facilitators

- `void output(ostream& out) const;`
Outputs the move in the form

```
From <from> jump over <over> to <to>
```

Where `<from>`, `<over>`, and `<to>` are the three points of the move.