Exercise 10. *Deadline: 25 January 2010.*

the Java programming language

Bastille Solitaire

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Exercise

Bastille Solitaire — the game known as *Peg Solitaire* was popular throughout Europe in the 1800s. It is said the game was invented by a prisoner in the Bastille.

The goal of the game is to remove all the pegs but one (or as many pegs as you can). A peg can jump over any adjacent peg if there is an empty space on the other side. As a result of the jump the latter peg is removed. Only horizontal and vertical jumps are allowed.

Write an applet, that will implement the game. The board of the game may consist of a set of buttons. The pegs and holes may differ in colour. A player performs one move in two steps:

- click the peg you want to jump;
- then click the hole where this peg has to jump.

The program should recognize when the game finishes.

Requirement

Build your applet using Swing components (your applet should extend the `JApplet` class).

Hint

Some information about Bastille Solitaire (or Peg Solitaire) can be found on the webpage:

`http://en.wikipedia.org/wiki/Peg_solitaire`