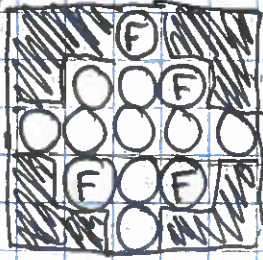


# Peg Solitaire (Hoppers)



2	2	1	2	2
2	0	0	1	2
0	0	0	0	0
2	1	0	1	2
2	2	0	2	2

## picture list

- ① f0 = empty lily pad
- ② f1 = frog on lily pad
- ③ f2 = blue water

- make sure your screen has

- a 5x5 grid
- an updated label. It should start with something like: "click on a frog to select it."
- a count of moves taken
- a reset button
- a next level button

- your initial array:

```
int c[5][5] = { { 2, 2, 1, 2, 2 },  
                { 2, 0, 0, 1, 2 },  
                { 0, 0, 0, 0, 0 },  
                { 2, 1, 0, 1, 2 },  
                { 2, 2, 0, 2, 2 } };
```