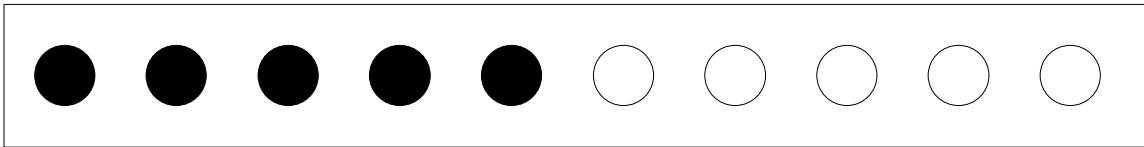


Construct an ActiveX control for playing a peg game. The board for the game looks as follows. You are looking down from above at the top of the board. The board has a fixed number of holes in it. The black dots represent pegs, the white dots represent empty holes. Players take turns removing one, two, or three pegs. The objective is to force your opponent to take the last peg. (Variant: *you* must take the last peg.) This is a bar game that intelligent people use to take money away from the not-so-intelligent. The first person to move can generally force the outcome one way or the other.



The bounding rectangle is required. The number of holes is up to you. As an option, consider making the number of holes user-selectable. You may also wish to make the color of the pegs user-selectable, but this is optional. When a hole contains a peg, the peg can be Selected or Deselected. When a peg is selected, it must look different from a deselected peg. Deselected is default. When the control is first displayed, all holes must contain Deselected pegs.

Your control must have the following properties.

SelectCount – Read Only, number of pegs that are selected.

SelectLimit – R/W, Maximum number of pegs that can be selected at one time.

Your control must have the following methods.

Initialize( ) – Fills all holes with pegs. Deselects all pegs.

SelectPeg(long PegNumber) – Selects the peg specified by PegNumber (1-n).

Invalid peg number causes no action. If

SelectLimit pegs are already selected, no action takes place.

DeSelectPeg(long PegNumber) – Deselects the peg specified by PegNumber (1-n). Invalid peg number causes no action.

RemoveSelected( ) – Deletes all selected pegs. First they are deselected, then they are turned into empty holes.

IsSelected(long PegNumber) – Returns true (non zero) if peg specified by PegNumber is selected, false (zero) otherwise.

Your control must have the following event.

Click – No Parameters. Fired whenever the left mouse button is clicked anywhere in the control window.

Peg – One Parameter: long PegNumber. Fired when a peg is clicked. PegNumber gives a number 1-n of the peg that has been clicked. The Click event is fired before this event. (Whenever Peg is fired, Click must also be fired.)

Additional properties, events, and methods are permissible.