CS 250 Assignment 4
Color Matching Game Clarifications

1. Instead of specifying the number of colors, specify the number of rows and columns. Include two constants NUM_ROWS and NUM_COLS that can be changed to modify the number of rows and columns to be used in the game. Initialize them to NUM_ROWS = 3 and NUM_COLS = 4.
2. Assume that the screen is always fixed at 640x480.
3. Calculate the number of colors by **(numRows * numCols)/2**
4. There is **no** constant to specify the number of colors.
5. Add two more colors to Color.h since we are not using white and black. Do not select black or white as a possible color for the cards.
6. Display incorrect circles for one second then flip them back to white. Use **dbSleep (1000)**. See the videos in the public folder on turing.
7. You can modify Color.h, Color.cpp, and ColorSet.h as you need to.
8. You can remove getRandomInSet from ColoreSet.h. Do not implement it.
9. Here is how you use dbInk with Color. dbInk is sticky so you need to use it every time you change colors.
   - **dbInk (dbRGB (cColor.getRed(), cColor.getGreen(), cColor.getBlue()), ----------------);**