This is a "skeleton" of the code for the puzzle lab. We will use this in class as we discuss what you need to do in the lab.

```html
<html>
<head>
  <title>Puzzle Game</title>
  <script language='JavaScript'>
    var totalPieces = 9; // total number of picture pieces

    // Function: initialize
    // Description: Entry point for the whole game. It is invoked when
    // user clicks "Confirm" Button. This function retrieves all the
    // pieces for the picture, and then shows the "New Game" button and
    // initial layout of the picture to the user.
    function initialize() {
      details omitted; they are not necessary for your work
      but there are two things you should know, which the omitted code arranges:
      1. when the user clicks on the "New Game" button, startGame() is called
      2. when the user clicks on the i_th image, selectFigure(i) is called
    }

    // Function: getRandom
    // Description: Selects a random number (integer) between 0 and max - 1
    // Inputs: max: a number
    // Output: a random number between 0 and max - 1
    function getRandom(max) { details omitted; they are not necessary for your work }

    // Function: swapFigure
    // Description: swap two picture pieces
    // Inputs:
    //   p1: A number, index of the first picture piece to swap
    //   p2: A number, index of the second picture piece to swap
    // Outputs: none
    function swapFigure(p1, p2) {
      details omitted; we will discuss some of the details in class }

    // Function: startGame
    // Description: This is the entry point of a new game. It is invoked when the
    // user clicks the "New Game" button. This function swaps pieces of original
    // picture several times.
    // Inputs: none
    // Outputs: none
    function startGame() {
      var count; // counter for the for loop
      var randomPiece1; // variable to hold a number representing a piece of pic.
      var randomPiece2; // variable to hold another number representing a piece of pic
```

// swap pairs of image pieces several times to achieve a random initialization effect
for (count=0; count < 4 * totalPieces; count++) {
    // details omitted: CAN YOU FILL THEM IN???
}

// Function: selectFigure
// Description: Invoked when user clicks on a piece of picture on the
// screen (to do this, just move your mouse over a piece and left-click it).
// If the user has just selected two pieces, this function swaps the pieces.
// Otherwise, it saves information about the selection and gives control back
// to the user.
// Inputs:
//   pos: A number, the original position for the piece the user has selected (clicked)
// Outputs: none
// function selectFigure(pos) {
// details omitted: we will work on filling in some of these details

</script>
</head>

<body scroll=true>
<h2>Slide Puzzle Game</h2>
<form>
<table>
<tr>
<td><input type=button name="confirmButton" value="Confirm" onClick='initialize()'></td>
</tr>
</table>
</form>
</body>
</html>