

Correctly complete this function in **tet.cpp** that checks for completed lines and updates the score.

```

void check_for_lines( tetris_game &tg )
{
    // Number of lines that were completed by the most recent move
    // of the current Tetris piece. Can be 0, 1, 2, 3, or 4.
    int these_lines = 0;

    // Check every row in the board, starting from the bottom and working up:
    for( int r=BOARD_NROW; r>=1; ) // <-- do not change this line
    {
        // First, ***assume*** that this row was completed ...
        int completed = 1;

        // Check every column in this row
        for( int c=1; c<=BOARD_NCOL; ++c )
        {
            // If there is ANY empty column in this row ...
            if( ?? )
            {
                // If we come across an empty column it means this row was NOT completed
                completed = 0;
                break;
            }
        }

        // But if a row **was** completed ...
        if( completed )
        {
            // Move EVERYTHING that is above this row, down one row
            for( ? )
                for( ? )
                    tg.board[?][?] = // ?

            // Clear out the top row of the board:
            for( ? )
                tg.board[?][?] = 0;

            // Update our count of the number of rows completed as a result of the last move
            ++these_lines;
        }
        else
            --r;
    }

    // Add the number of just completed lines to the total
    tg.nlines = // ?

    // Update the score
    switch( these_lines )
    {
        case 1: tg.score += 40; break;
        case 2: tg.score += 100; break;
        case 3: tg.score += 300; break;
        case 4: tg.score += 1200; break;
    }
}

```

For credit: (a) Turn in this sheet with your name filled in, to which is stapled a hardcopy listing of your **tet.cpp**
 (b) Demo your Tetris program so I can see it working.

Note: ONE PERSON WHO CORRECTLY COMPLETES THIS FUNCTION WILL BE AWARDED ONE OF NEXT YEAR'S TEXTBOOKS FOR THE IC221 SYSTEMS PROGRAMMING COURSE