

Part C #1

R^{-1}

D^{-1}

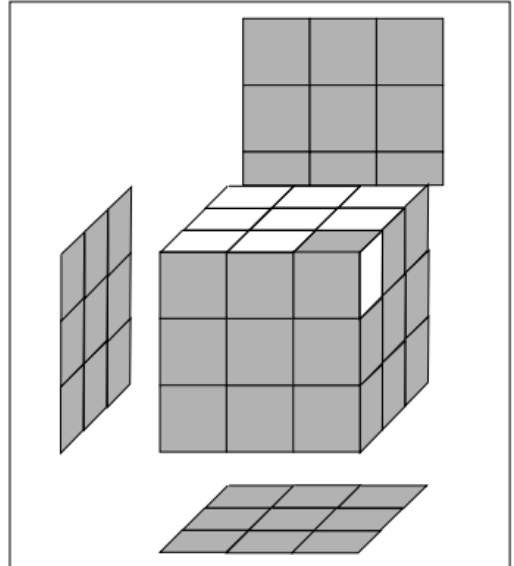
R

D^{-1}_2

F

D^{-1}

F^{-1}



(c) Fix the *urf* corner.

Why this works: This works because I am first able to move the row that is missing the cube to the front. I then move the single white cube to the front by turning it counter clockwise. Then I move the other row of white cubes back to upper so they are out of the way. I then rotate the down side twice clockwise so that the single white cubie is in line with the row it will eventually be put in. I then move the front face to the right and rotate the down face one more time to align the white cube with the row of cubes. I flip that row back up and then the entire upper face is white.

Part C #2

MV^{-1}

D

MV

D^{-1}

$F2$

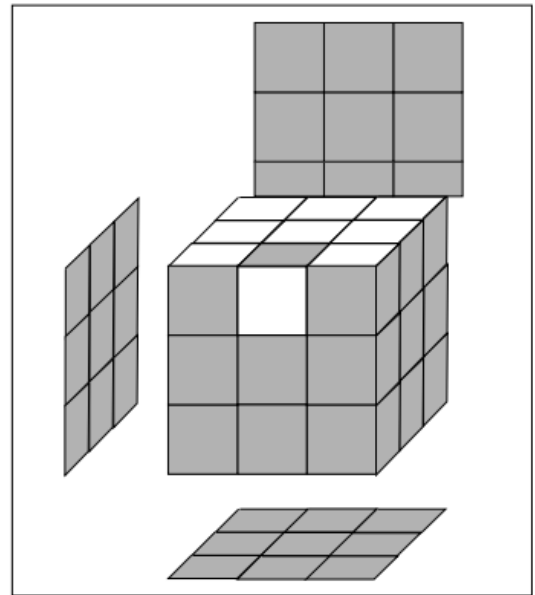
R^{-1}

L

$D2$

R

L^{-1}



(c) Fix the uf edge.

Why this works: This works because I first move the middle cubes out of the way to the front face. I then move the middle cubes back to the top and the single cubie on the down face in the position should be in, the middle front row. Then I flip the front face twice so that the cubie is in the correct position. Now, I move the left and right rows to the front and that makes the two cubes that were on the bottom are on the back face. I move the down face clockwise twice so the left and right front rows line up as all white. I then flip them back to the upper face and the entire face is all white.