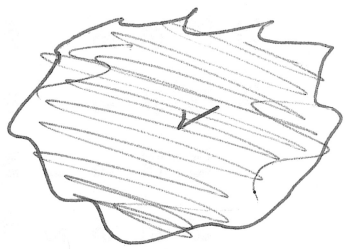
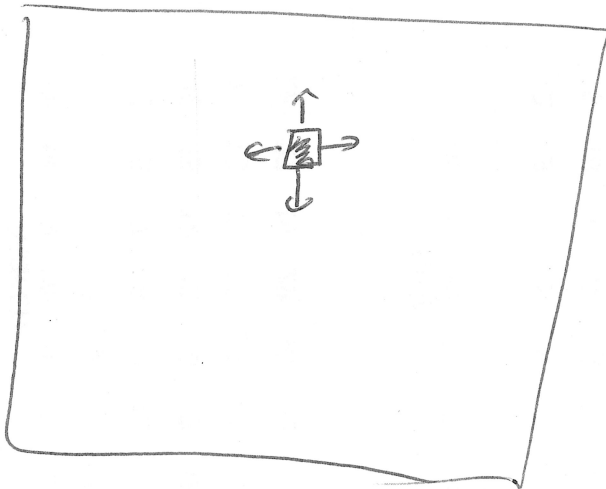


Floodfill

- 1) Bunnies
- 2) Counting Stars
- 3) Minesweeper



□ Red



```
int DX[4] = {-1, 0, 0, 1};  
int DY[4] = {0, -1, 1, 0};
```

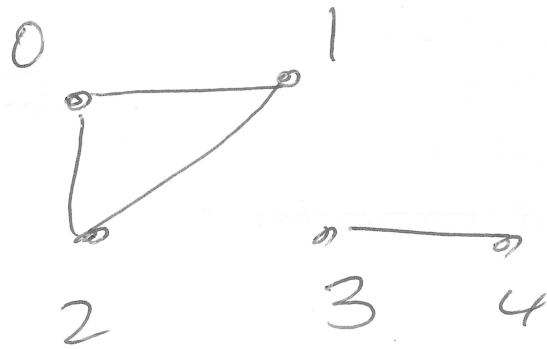
- (-1, 0) up
- (0, -1) left
- (0, 1) right
- (1, 0) down

(x, y) AT

```
for (int i=0; i < NUMDIR; i++) {
```

```
    visit  
    all  
    neighbors {  
        int nx = x + DX[i];  
        int ny = y + DY[i];  
        if (!inbounds(nx, ny)) continue;  
        if (visited(nx, ny)) continue;  
        if (blocked(nx, ny)) continue;  
        // PROCESS (REC CALL)
```

Strong Island connections for RP2



- 0 → 1, 2
- 1 → 0, 2
- 2 → 0, 1
- 3 → 4
- 4 → 3

	0	1	2	3	4
0	0	1	1	0	0
1	1	0	1	0	0
2	1	1	0	0	0
3	0	0	0	0	1
4	0	0	0	1	0

Minesweeper

✓	1	1	0	1	1
⊕	1	0	1	⊕	
2	2	1	1	1	
1	⊕	2	2	1	
1	2	⊕	2	⊕	

if click here.

everything around me is safe, so we can recursively clear all neighbors.