

Mine Sweeper

1	2	2		
0	0	1		
0	0	1		1

Covered Grid

Some squares have bombs.

Goal: find where bombs are
without selecting those
squares.

5x5 board } adjustable
5 bombs } via consts.

Click on square that doesn't have a bomb,
a number is revealed. (# of squares that
are adjacent and have bombs. )

Interesting: Click + it shows 0.

— Recursively click on all adjacent
squares for you.

Coding Details

char array board (2D) statically allocate

Calculate # of adjacent bombs

Strategies

- 1) Use DX/DY + look around on actual grid.
- 2) Store all bombs as (x, y) , 2 squares
 (x_1, y_1) and (x_2, y_2) are adjacent iff
 $|x_1 - x_2| \leq 1$ and $|y_1 - y_2| \leq 1$.

Placing bombs - func, randomness, don't
place 2 bombs in the same place!

Mechanism for knowing what to print.

Need to know when OVER.