INTRODUCTION TO COMPUTER SCIENCE I
PROJECT 3
Minesweeper!

1 The game

You will write a program to play *Minesweeper*. It is best learned by playing it, for which there are many web-based and easily installable versions of the game. However, its rules are rather simple:

1. On an $n \times n$ grid of *cells*,[1] some number of *mines* are randomly placed.
2. All cells are initially *covered* (or *hidden*).
3. The player chooses one cell at a time either to *reveal* or *flag*.
   - If a cell containing a mine is revealed, the player immediately loses the game.
   - If a cell **not** containing a mine is revealed, then that cell shows the number of mines contained in the *immediately adjacent* cells—that is, the eight cells surrounding that one, known as its *neighbors*.
   - If a cell **not** containing a mine is revealed, and if that cell has zero neighbors containing mines, then all of the neighbors are recursively revealed as well.
   - If a cell is flagged, then the user is asserting that the cell contains a mine, and thus the flag prevents the cell from being revealed.
   - If a selected cell is already flagged, selecting it to be flagged again removes the flag. That is, flagging a cell toggles the presence of the flag on that cell.
4. If the user reveals all of the unmined cells and flags all of the mined ones, then the player wins.

2 Your assignment

2.1 Getting started

Open a terminal, create a directory for this project, change into it, and grab some starting source code:

```
[sfkaplan@remus:~]$ mkdir project-3
[sfkaplan@remus:~]$ cd project-3
[sfkaplan@remus:~/project-3]$ wget -nv -i https://goo.gl/ZQvVrS
[sfkaplan@remus:~/project-3]$ emacs Cell.java &
[sfkaplan@remus:~/project-3]$ emacs Minesweeper.java &
```

[1] The grid doesn't need to be a square, but for simplicity, ours will be.

You should look first at `Cell.java`. This file contains the `Cell` class, which defines what a single cell in the grid contains. You will see each `Cell` object contains its count of live neighbors, and then a few `boolean` variables to store the cell's *state*: mined or not; visible (revealed) or hidden; flagged or not. You will then see a number of methods for setting and accessing this state about each cell.

Then, examine `Minesweeper.java`. It looks like a normal one of our programs in that it is a collection of `static` methods, including a `main()` method. It contains a few methods already written...

- `main()`: Does the usual.
- `showGrid()`: Print a two-dimensional array of `Cell` objects.
- `getCommand()`: The user interface. Get a command from the user as to what move to make next, ensuring that the input is a valid operation (*reveal* or *flag*) on valid grid coordinates.
- A couple of small, obvious helper methods.

...and two methods you must fill in, along with any helper methods you wish to create and use:

- `populate()`: Create the initial grid of `Cell` objects, randomly placing the mines and setting the live-neighbor counts.
- `play()`: Given a grid, obtain the user's move from `getCommand()` and carry that out until the user loses (reveals a mine) or wins (reveals all non-mines and flags all mines).

3 Submitting your work

Submit your `Minesweeper.java` and `Cell.java` source code files with the CS submission system, using one of the two methods:

- **Web-based:** Visit the submission system web page.
- **Command-line based:** Use the `cssubmit` command at your shell prompt.

This assignment is due on Wednesday, Dec-13, 11:59 pm.