**4.2**

N = Size of the field

M = Number of stones

S =

Count = Current count of surrounding tiles

Max = Maximum square that can be created

Stones and Fields(N, S)

Max = 0

Count = 0

For

For

If Matrix[ I ] [ j ] is 0

Do nothing

Else if j or I is 0

Matrix[ I ][ j ] ⟵ 1

Else

Count = Matrix[ I ][ j ]

if Matrix[ I + 1][ j ] < count

Count ⟵ Matrix[I + 1][ j ]

if Martrix[ I + 1][ j + 1 ] < Count

Count ⟵ Matrix[ I + 1 ][ j + 1 ]

Count ⟵ Count + 1

Matrix[ I ][ j ] ⟵ Count

If Count > Max

Max ⟵ Count

Return max

-END PROGRAM

**4.3**

**(SEE PROGRAM: StonesAndFields.java)**