

## EVIDENCIA CODEGYM

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**Tareas**

Buscar

Todas las misiones Todos los niveles Cualquier estado

**Minesweeper (Part 1/16)**  
Games Nivel 0, Lección 0 ★★★★★  
Let's write the entertaining Minesweeper game. Rules of the game: 1. The playing field is divided into adjacent cells (squares), some of which contain "mines". 2. The objective of the game is to clear the field, i.e. reveal all cells that don't contain mines. 3. If a cell with a mine is revealed

**Minesweeper (Part 2/16)**  
Games Nivel 0, Lección 0 ★★★★★  
Our playing field is kind of small, don't you think? It should be 9x9 cells. 1) There is a `setSize(int, int)` method to set the size of the field 2) This method takes width and height arguments (the number of cells wide and high) 3) the dimensions of the field will be used frequently, so it's

**Minesweeper (Part 3/16)**  
Games Nivel 0, Lección 0 ★★★★★  
Because our game will use game objects (cells), we'll create a separate `GameObject` class to describe them. Let's think about what the game object needs. Naturally, we need its x and y coordinates on the playing field. And how can we get by without a constructor? After you do everything, don't forget

**Minesweeper (Part 4/16)**  
Games Nivel 0, Lección 0 ★★★★★  
We need to store the state of the playing field's cells somewhere. To do this, create a matrix (two-dimensional array) with the dimensions of the playing field. Populate the matrix with `GameObject` objects using this formula: `gameField[x] = new GameObject(x, y)`. Now let's

**Minesweeper (Part 5/16)**  
Games Nivel 0, Lección 0 ★★★★★  
Minesweeper is aptly named. The player has to deal with mines, though maybe it would be best for the player to stay far away from them :) Let's add these mines to the game. To do this, we'll adapt the `GameObject` class to account for the fact that a cell can be a mine (by adding

**Minesweeper (Part 6/16)**  
Games Nivel 0, Lección 0 ★★★★★  
Now let's count the mines in adjacent cells. To do this, we'll add a field to each cell of the matrix, which will be responsible for the number of mined neighbors. First, we find all the neighbors, and then we count how many of them are mined. To get the list of neighbors, you now

**Curso de Java**

Mapa de misiones Lecciones


**Sintaxis de Java**  
La misión Sintaxis de Java puede dominarla incluso alguien que no haya programado nunca. Aprenderás sobre clases, objetos, métodos, variables, tipos de datos, matrices (arrays), operadores condicionales y bucles. Echarás un rápido vistazo a las colecciones y a la programación orientada a objetos (POO), y también empezarás a trabajar en IntelliJ IDEA, un entorno de desarrollo utilizado por programadores de todo el mundo.



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 **Camilo Talero** Nivel 4

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1:54 p.m.  
20/11/2020