alienGrid

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | 6 | 8 |  |  |
| 5 | 0 |  |  |  |
| 12 | 5 |  |  |  |
|  |  |  |  | 3 |
| 17 |  |  | 14 |  |

Complete the following methods in this order…

private static int getSurroundingAliens(Alien[][] grid, int row, int col)

private static int getSurroundingAliens(Alien[][] grid, int row, int col, int radius)

public static int destroyMostAliens(Alien[][] grid)

public static Location findDropPoint(Alien[][] grid)

private static int getSurroundingEvil(Alien[][] grid, int row, int col, int radius)

public static Location destroyMostEvil(Alien[][] grid, int radius)

Output

Most aliens you can destroy on Grid1:  6

Most aliens you can destroy on Grid2:   4

Drop Point Grid 1:   (0, 4)

Drop Point Grid 2:   (3, 4)

Bomb this spot on Grid1 with 1 location radius:   (1, 1)

Bomb this spot on Grid2 with 1 location radius:   (0, 1)

Bomb this spot on Grid1 with 2 location radius:   (2, 2)

Bomb this spot on Grid2 with 2 location radius:   (2, 2)

alienGrid2

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 5 | 12 |  |  | 2 |
|  | 10 | 4 | 5 |  |
|  |  |  |  |  |
| 6 |  |  | 5 |  |
| 6 | 7 |  |  |  |