

Partway through tracing a Minesweeper algorithm

★		★
	?	★

	1	2	3	4	5	6	7	8
square	★		★	★				

```

let mines = 0
let n = 1
start loop
  if squaren has a mine
    then mines = mines + 1
  n = n + 1
loop again if n < 8

```

mines	n
0	1
1	2
2	3
3	4
	5
	6

El código corregido sería el siguiente

```

Let mines=0
let n=1
Start loop
  if square has a mine
    then mines= mines+1
  n= n+1
Loop again if n <= 9

```