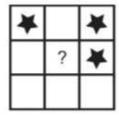
## Partway through tracing a Minesweeper algorithm



	,	О	5	4	3	2	1	
square 🔻 🔻 🔻				*	¥		*	square

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

mines	n
Ø	X
X	Z
2	8
3	K
	B
	6

El código corregido seria 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