Module Module1

Dim grille(10, 10) As Integer

Dim grilleJoueur(11, 11) As String

Dim RdmLig As Integer

Dim RdmCol As Integer

Dim Mine(2, 10) As Integer

Dim I As Integer

Public Sub Initialiser\_grille()

' remplissage de la grille de 0

For lig = 1 To 10

For col = 1 To 10

grille(lig, col) = 0

Next

Next

End Sub

Public Sub Afficher\_grille()

' affichage de la grille

For lig = 1 To 10

For col = 1 To 10

Console.Write(" " & grille(lig, col))

Next

Console.WriteLine("")

Next

Console.ReadLine()

End Sub

Public Sub Initialiser\_grille\_joueur()

' remplissage de la grille de █

For lig = 1 To 10

For col = 1 To 10

grilleJoueur(lig, col) = " █ "

Next

Next

End Sub

Public Sub Afficher\_grille\_joueur()

' affichage de la grille

Console.Clear()

For lig = 1 To 1

For col = 1 To 1

Console.Write("┌───")

Next

For col = 2 To 10

Console.Write("┬───")

Next

For col = 11 To 11

Console.Write("┐")

Next

Console.WriteLine("")

For col = 1 To 11

Console.Write("│" & grilleJoueur(lig, col))

Next

Next

For lig = 2 To 10

Console.WriteLine("")

For col = 1 To 1

Console.Write("├───")

Next

For col = 2 To 10

Console.Write("┼───")

Next

For col = 11 To 11

Console.Write("┤")

Next

Console.WriteLine("")

For col = 1 To 11

Console.Write("│" & grilleJoueur(lig, col))

Next

Next

For lig = 10 To 10

Console.WriteLine("")

For col = 1 To 1

Console.Write("└───")

Next

For col = 2 To 10

Console.Write("┴───")

Next

For col = 11 To 11

Console.Write("┘")

Next

Console.WriteLine("")

Next

End Sub

Public Sub Poser\_une\_mine()

Randomize()

RdmCol = CInt(Int((10 \* Rnd()) + 1))

RdmLig = CInt(Int((10 \* Rnd()) + 1))

grille(RdmLig, RdmCol) = 9

End Sub

Public Sub Poser\_dix\_mines()

For I = 1 To 10

Randomize()

RdmCol = CInt(Int((10 \* Rnd()) + 1))

RdmLig = CInt(Int((10 \* Rnd()) + 1))

grille(RdmLig, RdmCol) = 9

Next

End Sub

Public Sub Coordonnees\_mines()

I = 0

For ligne\_mine = 1 To 10

For colonne\_mine = 1 To 10

If grille(ligne\_mine, colonne\_mine) = 9 Then

I += 1

Console.WriteLine("Mine" & I & " :" & ligne\_mine & ";" & colonne\_mine & " ")

If I = 1 Then

Console.WriteLine("Mine" & I & ": " & "coordonnées du contour: [" & ligne\_mine & ";" & colonne\_mine - 1 & "]" & "[" & ligne\_mine - 1 & ";" & colonne\_mine - 1 & "]" & "[" & ligne\_mine - 1 & ";" & colonne\_mine & "]" & "[" & ligne\_mine - 1 & ";" & colonne\_mine + 1 & "]" & "[" & ligne\_mine & ";" & colonne\_mine + 1 & "]" & "[" & ligne\_mine + 1 & ";" & colonne\_mine + 1 & "]" & "[" & ligne\_mine + 1 & ";" & colonne\_mine & "]" & "[" & ligne\_mine + 1 & ";" & colonne\_mine - 1 & "]")

End If

If I = 2 Then

Console.WriteLine("Mine" & I & ": " & "coordonnées du contour: [" & ligne\_mine & ";" & colonne\_mine - 1 & "]" & "[" & ligne\_mine - 1 & ";" & colonne\_mine - 1 & "]" & "[" & ligne\_mine - 1 & ";" & colonne\_mine & "]" & "[" & ligne\_mine - 1 & ";" & colonne\_mine + 1 & "]" & "[" & ligne\_mine & ";" & colonne\_mine + 1 & "]" & "[" & ligne\_mine + 1 & ";" & colonne\_mine + 1 & "]" & "[" & ligne\_mine + 1 & ";" & colonne\_mine & "]" & "[" & ligne\_mine + 1 & ";" & colonne\_mine - 1 & "]")

End If

If I = 5 Then

Console.WriteLine("Mine" & I & ": " & "coordonnées du contour: [" & ligne\_mine & ";" & colonne\_mine - 1 & "]" & "[" & ligne\_mine - 1 & ";" & colonne\_mine - 1 & "]" & "[" & ligne\_mine - 1 & ";" & colonne\_mine & "]" & "[" & ligne\_mine - 1 & ";" & colonne\_mine + 1 & "]" & "[" & ligne\_mine & ";" & colonne\_mine + 1 & "]" & "[" & ligne\_mine + 1 & ";" & colonne\_mine + 1 & "]" & "[" & ligne\_mine + 1 & ";" & colonne\_mine & "]" & "[" & ligne\_mine + 1 & ";" & colonne\_mine - 1 & "]")

End If

If I = 10 Then

Console.WriteLine("Mine" & I & ": " & "coordonnées du contour: [" & ligne\_mine & ";" & colonne\_mine - 1 & "]" & "[" & ligne\_mine - 1 & ";" & colonne\_mine - 1 & "]" & "[" & ligne\_mine - 1 & ";" & colonne\_mine & "]" & "[" & ligne\_mine - 1 & ";" & colonne\_mine + 1 & "]" & "[" & ligne\_mine & ";" & colonne\_mine + 1 & "]" & "[" & ligne\_mine + 1 & ";" & colonne\_mine + 1 & "]" & "[" & ligne\_mine + 1 & ";" & colonne\_mine & "]" & "[" & ligne\_mine + 1 & ";" & colonne\_mine - 1 & "]")

End If

End If

Next

Next

Console.WriteLine("")

End Sub

Public Sub Contour\_mine()

For ligne\_mine = 1 To 10

For colonne\_mine = 1 To 10

If grille(ligne\_mine, colonne\_mine) = 9 Then

If grille(ligne\_mine, colonne\_mine - 1) <> 9 And colonne\_mine <> 1 Then

grille(ligne\_mine, colonne\_mine - 1) += 1

On Error Resume Next

End If

If grille(ligne\_mine - 1, colonne\_mine - 1) <> 9 And colonne\_mine <> 1 And ligne\_mine <> 1 Then

grille(ligne\_mine - 1, colonne\_mine - 1) += 1

On Error Resume Next

End If

If grille(ligne\_mine - 1, colonne\_mine) <> 9 And ligne\_mine <> 1 Then

grille(ligne\_mine - 1, colonne\_mine) += 1

On Error Resume Next

End If

If grille(ligne\_mine - 1, colonne\_mine + 1) <> 9 And colonne\_mine <> 10 And ligne\_mine <> 1 Then

grille(ligne\_mine - 1, colonne\_mine + 1) += 1

On Error Resume Next

End If

If grille(ligne\_mine, colonne\_mine + 1) <> 9 And colonne\_mine <> 10 Then

grille(ligne\_mine, colonne\_mine + 1) += 1

On Error Resume Next

End If

If grille(ligne\_mine + 1, colonne\_mine + 1) <> 9 And colonne\_mine <> 10 And ligne\_mine <> 10 Then

grille(ligne\_mine + 1, colonne\_mine + 1) += 1

On Error Resume Next

End If

If grille(ligne\_mine + 1, colonne\_mine) <> 9 And ligne\_mine <> 10 Then

grille(ligne\_mine + 1, colonne\_mine) += 1

On Error Resume Next

End If

If grille(ligne\_mine + 1, colonne\_mine - 1) <> 9 And ligne\_mine <> 10 And colonne\_mine <> 1 Then

grille(ligne\_mine + 1, colonne\_mine - 1) += 1

On Error Resume Next

End If

End If

Next

Next

Console.WriteLine("")

End Sub

Public Sub devoile\_case(grille, grilleJoueur, pos\_ligne, pos\_colonne)

Dim I As Integer

If grille(pos\_ligne, pos\_colonne) = 0 Then

grilleJoueur(pos\_ligne, pos\_colonne) = " "

End If

If grille(pos\_ligne, pos\_colonne - 1) <> 9 Then

grilleJoueur(pos\_ligne, pos\_colonne - 1) = " " & grille(pos\_ligne, pos\_colonne - 1) & " "

If grille(pos\_ligne, pos\_colonne - 1) = 0 Then

grilleJoueur(pos\_ligne, pos\_colonne - 1) = " "

End If

On Error Resume Next

End If

If grille(pos\_ligne - 1, pos\_colonne - 1) <> 9 Then

grilleJoueur(pos\_ligne - 1, pos\_colonne - 1) = " " & grille(pos\_ligne - 1, pos\_colonne - 1) & " "

If grille(pos\_ligne - 1, pos\_colonne - 1) = 0 Then

grilleJoueur(pos\_ligne - 1, pos\_colonne - 1) = " "

End If

On Error Resume Next

End If

If grille(pos\_ligne - 1, pos\_colonne) <> 9 Then

grilleJoueur(pos\_ligne - 1, pos\_colonne) = " " & grille(pos\_ligne - 1, pos\_colonne) & " "

If grille(pos\_ligne - 1, pos\_colonne) = 0 Then

grilleJoueur(pos\_ligne - 1, pos\_colonne) = " "

End If

On Error Resume Next

End If

If grille(pos\_ligne - 1, pos\_colonne + 1) <> 9 Then

grilleJoueur(pos\_ligne - 1, pos\_colonne + 1) = " " & grille(pos\_ligne - 1, pos\_colonne + 1) & " "

If grille(pos\_ligne - 1, pos\_colonne + 1) = 0 Then

grilleJoueur(pos\_ligne - 1, pos\_colonne + 1) = " "

End If

On Error Resume Next

End If

If grille(pos\_ligne, pos\_colonne + 1) <> 9 Then

grilleJoueur(pos\_ligne, pos\_colonne + 1) = " " & grille(pos\_ligne, pos\_colonne + 1) & " "

If grille(pos\_ligne, pos\_colonne + 1) = 0 Then

grilleJoueur(pos\_ligne, pos\_colonne + 1) = " "

End If

On Error Resume Next

End If

If grille(pos\_ligne + 1, pos\_colonne + 1) <> 9 Then

grilleJoueur(pos\_ligne + 1, pos\_colonne + 1) = " " & grille(pos\_ligne + 1, pos\_colonne + 1) & " "

If grille(pos\_ligne + 1, pos\_colonne + 1) = 0 Then

grilleJoueur(pos\_ligne + 1, pos\_colonne + 1) = " "

End If

On Error Resume Next

End If

If grille(pos\_ligne + 1, pos\_colonne) <> 9 Then

grilleJoueur(pos\_ligne + 1, pos\_colonne) = " " & grille(pos\_ligne + 1, pos\_colonne) & " "

If grille(pos\_ligne + 1, pos\_colonne) = 0 Then

grilleJoueur(pos\_ligne + 1, pos\_colonne) = " "

End If

On Error Resume Next

End If

If grille(pos\_ligne + 1, pos\_colonne - 1) <> 9 Then

grilleJoueur(pos\_ligne + 1, pos\_colonne - 1) = " " & grille(pos\_ligne + 1, pos\_colonne - 1) & " "

If grille(pos\_ligne + 1, pos\_colonne - 1) = 0 Then

grilleJoueur(pos\_ligne + 1, pos\_colonne - 1) = " "

End If

On Error Resume Next

End If

End Sub

Public Sub devoile\_case\_vide(grille, grilleJoueur, pos\_ligne, pos\_colonne)

I = 1

While I < 15

For pos\_ligne = 1 To 10

For pos\_colonne = 1 To 10

If grilleJoueur(pos\_ligne, pos\_colonne) = " " Then

devoile\_case(grille, grilleJoueur, pos\_ligne, pos\_colonne)

End If

I += 1

Next

Next

For pos\_ligne = 10 To 1 Step -1

For pos\_colonne = 10 To 1 Step -1

If grilleJoueur(pos\_ligne, pos\_colonne) = " " Then

devoile\_case(grille, grilleJoueur, pos\_ligne, pos\_colonne)

End If

I += 1

Next

Next

For pos\_ligne = 1 To 10

For pos\_colonne = 1 To 10

If grilleJoueur(pos\_ligne, pos\_colonne) = " " Then

devoile\_case(grille, grilleJoueur, pos\_ligne, pos\_colonne)

End If

I += 1

Next

Next

For pos\_ligne = 10 To 1 Step -1

For pos\_colonne = 10 To 1 Step -1

If grilleJoueur(pos\_ligne, pos\_colonne) = " " Then

devoile\_case(grille, grilleJoueur, pos\_ligne, pos\_colonne)

End If

I += 1

Next

Next

End While

End Sub

Sub main()

Dim pos\_ligne As Integer

Dim pos\_colonne As Integer

Call Initialiser\_grille()

Call Poser\_dix\_mines()

Call Contour\_mine()

Call Initialiser\_grille\_joueur()

Call Afficher\_grille\_joueur()

Do While grille(pos\_ligne, pos\_colonne) <> 9

Console.WriteLine("Saisir ligne entre 1 et 10:")

pos\_ligne = Console.ReadLine()

Console.WriteLine("Saisir colonne entre 1 et 10:")

pos\_colonne = Console.ReadLine()

If grille(pos\_ligne, pos\_colonne) = 9 Then

Console.WriteLine("Vous avez perdu...")

Console.ReadKey()

ElseIf grille(pos\_ligne, pos\_colonne) <> 9 Then

If grilleJoueur(pos\_ligne, pos\_colonne) = " █ " Then

grilleJoueur(pos\_ligne, pos\_colonne) = " " & grille(pos\_ligne, pos\_colonne) & " "

devoile\_case(grille, grilleJoueur, pos\_ligne, pos\_colonne)

devoile\_case\_vide(grille, grilleJoueur, pos\_ligne, pos\_colonne)

Afficher\_grille\_joueur()

Console.WriteLine("Appuyer sur une touche")

Console.ReadKey()

ElseIf grilleJoueur(pos\_ligne, pos\_colonne) = " " Then

End If

End If

Loop

End Sub

End Module