**I N S T R U C T I O N S**

As mentioned above, some operations are implemented in specific way. For example, to reveal the square with coordinates 3 and 4, firstly you have to enter letter “t“ or “T“ (abbreviation for try) and then coordinates 3 and 4. So, your input should look as follows: “t 3 4“.

So, as it is already said, “t“ or “T“ is letter needed for revealing the squares, “f“ or “F“ is letter needed fo flagging the squares and is used in the same way as “t“ or “T“, so flagging is implemented like revealing. Marking the square with a question mark is also implemented like the previous two operations, just instead of the letters, in front of the coordinates question mark “?“ is eneterd. For exiting the game, player needs to enter just letter “x“ or “X“.

In “playing field“, fileds are presented with the squares (254) from the ASCII table, mines are presented with asterix sign, revealed square containing mine is presented with letter “X“, squares marked with question mark are presented with question mark “?“, flagged squares are presented with letter “F“. With letter “O“ are presented squares that were flagged while plaaying, but that square doesn't contain a mine.