

BLOBS

General Statement:

A blob is a group of 1s connected up, down, left, and right. When a pos on the screen is clicked, remove the blob at that position if a blob exists at that pos.

Step 1:

Fill the grid with 1s and 0s. Use `Math.random()`.

Step 2:

Use graphics to show the grid before removing a blob.

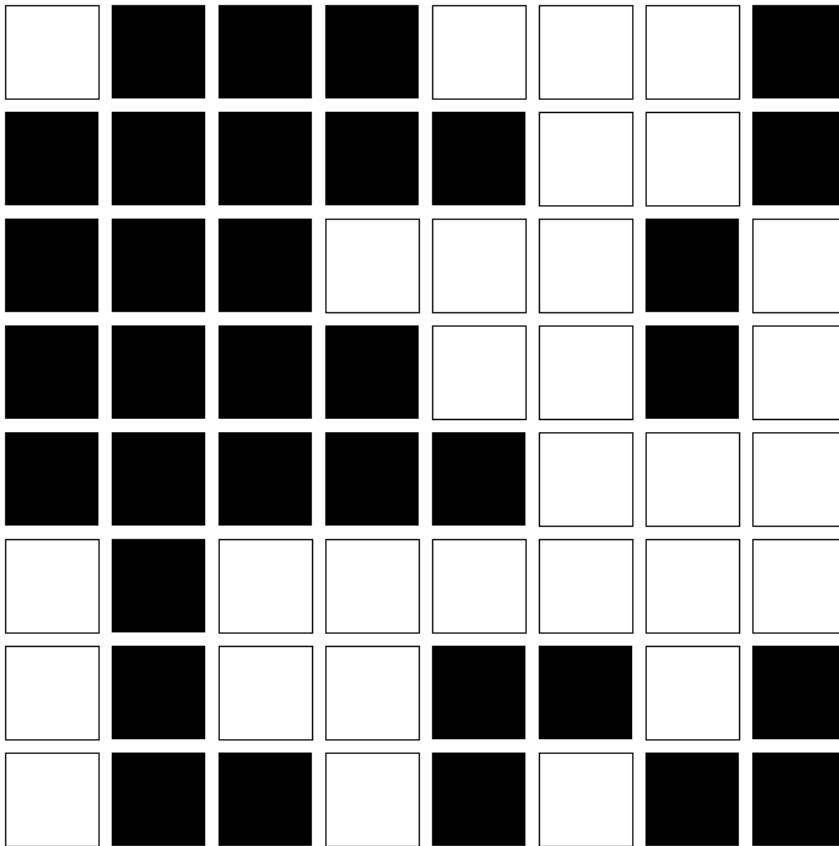
Step 3:

Write a recursive method to remove a blob.

Step 4:

Use graphics to show the grid after the blob is removed.

Before clicking on cell 1,0



`VisualBlob.java`
`VisualBlobRunner.java`

After clicking on cell 1,0

