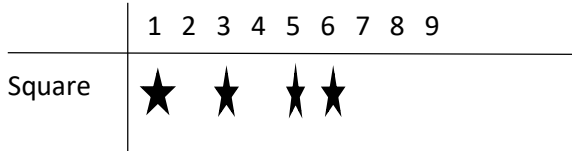


Actividad 2



★		★
	?	★



```

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

Mines	n
0	1
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9

