## Partway through tracing a Minesweeper algorithm

*		*		1	2	3	4	5	6	7	8
	?	*	square	*		¥	*				

	mines	n
let mines = 0	Ø	X
let mines = 0 let n = 1	X	Z
start loop	2	8
if square, has a mine	3	K
then mines = mines + 1 n = n + 1		8
loop again if n < 8		6
		-

Error Lógico mátematico

loop again if  $n \le 9$ loop again if  $n \le 10$  
 cuadrado
 1
 2
 3
 4
 5

Iteración	mines	n	
	1	1	2
	2	1	3
	3	2	4
	4	2	5
	5	3	6
	6	4	7
	7	4	8
	8	4	9
	9	4	10