

Extra Credit

Minesweeper

Objective:

Create a graphical game of minesweeper. The board should consist of 10x10 buttons. Of the 100 spaces there should be at least 20 randomly placed mines. If the button is clicked and it is not a mine then it clears itself. If a space has been cleared then it should indicate how many of its eight neighbors are mines. If a space is clicked and it is a mine then the game is over and the player is asked if they want to play again. Finally, if all the non-mine spaces have been clicked then the player is prompted that they won.