

Flowchart

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Start

Import Random as
Rand

Add Board

```
Mine="M"  
numberList=[1,2,3,4,5]
```

Create Print Board
Function

def Add Mark:

If

if b[r][c]==" ":

Return True

Then

b[r][c]=m

Return False

```
def printBoard(b): #todo explain print board in comments  
    for row in range(len(b)): #so this is saying for the row in range of the length of the board then  
        for col in range(len(b[row])): #for col in range of the length of the board print | else: make a  
            space then if the row does not = the board length then print - 38 times  
            if col !=(len(b[row])-1):  
                print(b[row][col],end=" | ")  
            else:  
                print(b[row][col],end="\n")  
        if row !=(len(b)-1):  
            print("-"*38)  
    print()
```

```
for i in range(10):  
    row = rand.randint(1,9)  
    col = rand.randint(1,9) #this is creating the Mine,  
    row ,col and board and placing them randomly 1,9 times  
    addMark(Mine,row,col,board)
```

def MineSweeper
Title

def Printboard
Function and The
for Loop

Create The Mine
Algorithm

Make The Game
Input and Output