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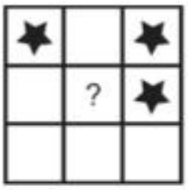
Partway through tracing a Minesweeper algorithm



	1	2	3	4	5	6	7	8
square	★		★	★				

```
let mines = 0
let n = 1
start loop
   if square_n 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

Let mines = 0

Let n = 1

Start loop

If square(n) has a mine

Then mines = mines + 1

n = n + 1

Loop again if n < 10

mines	N
0	1
1	2
1	3
2	4
3	5
3	6
3	7
3	8
3	9