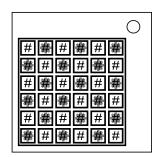# On the Subject of Mineswapper

Yo dawg, I heard you like bombs...

This module consists of a 6×6 grid of tiles.
Each tile has a digit, an LED, and may or may not have a mine.

Selecting any pair of these tiles will swap the positions of
the two.

For any given tile, if the number of mines on the tiles adjacent to it are equal to
the digit on the tile, the LED on that tile will turn on.
Otherwise it will turn off.

To solve the module, turn on all 36 LEDs.