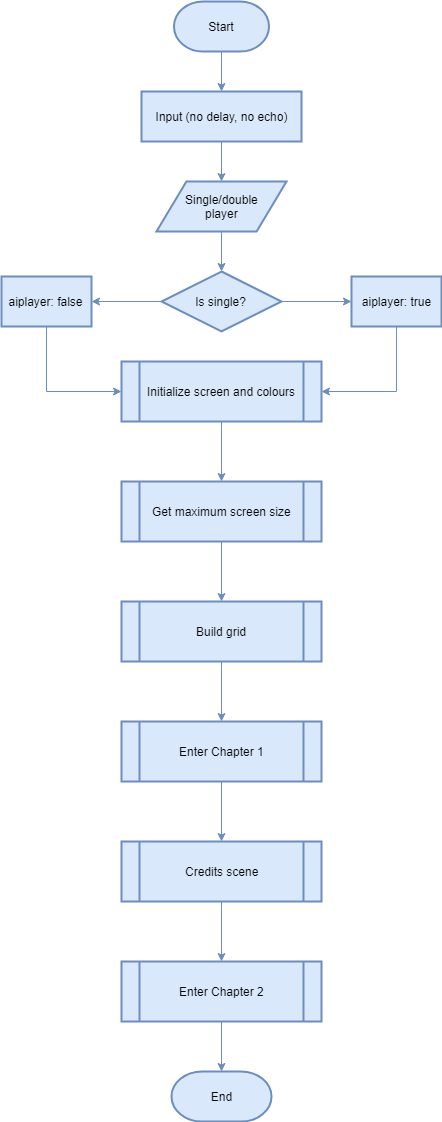
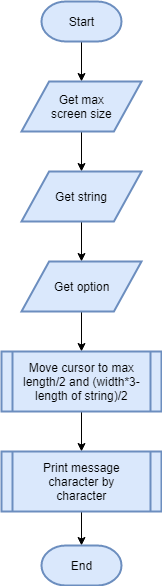
1. Main (driver code)

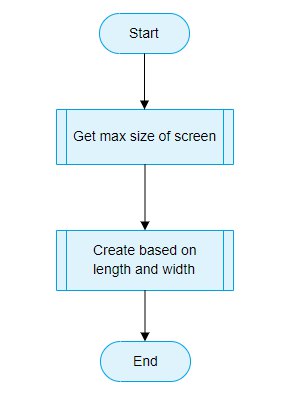
**PROJECT FLOWCHARTS**



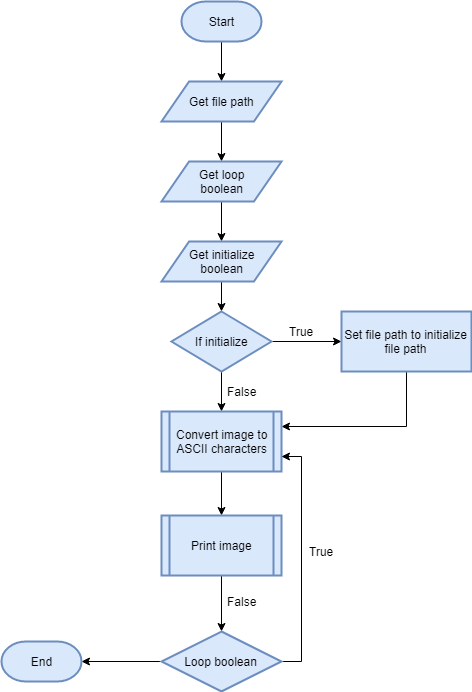
2. Print



3. Grid constructor

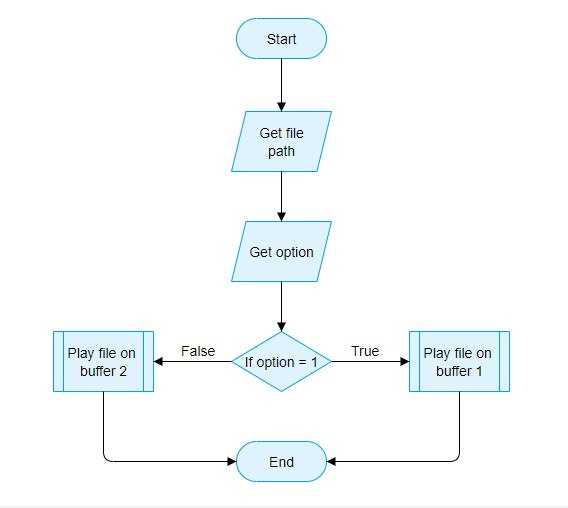


4. Display image

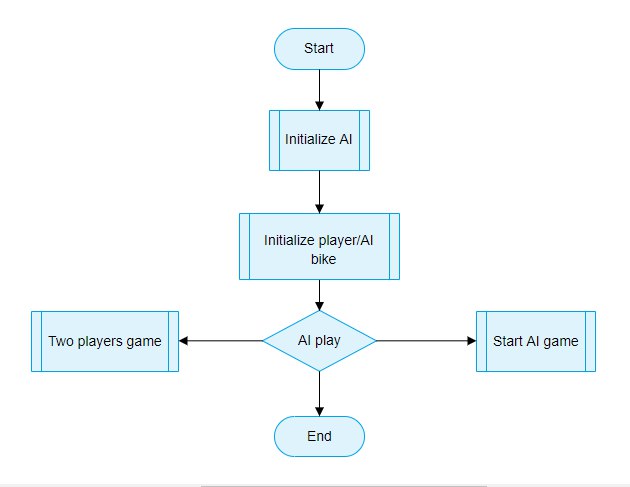


False

5. Play sound



6. Game



False

True

7. Grid output

