CODE:

#include<stdio.h>

#include<stdlib.h>

FILE\*fptr;

void welcome();

void high\_scorer();

void place\_rand\_mines(char mine\_board[12][12]);

void print\_board(int r,char my\_board[12][12]);

int process(char mine\_board[12][12],int r,int c,char my\_board[12][12]);

void main()

{

welcome();

char mine\_board[12][12] = {{'0'}};

int i,r,c,option,score=0,count=0;

char my\_board[12][12] = {{'0'}};

place\_rand\_mines(mine\_board);

printf("\t\t\t\t\t\t\t\t\tTHIS IS YOUR MINE FIELD\n\n");

print\_board(12,my\_board);

printf("Where is your first guess?\n");

printf("Enter your location between 1 - 11.\n");

printf("Enter x variable:\t");

scanf("%d",&r);

printf("Enter y variable:\t");

scanf("%d",&c);

i = process(mine\_board,r,c,my\_board);

while(i == 1)

{

printf("\t\t\t\t\t\t\tLucky Guy!!!!!!! %c mines surrounding you!!!! be careful!!!!\n\n",mine\_board[r][c]);

print\_board(12,my\_board);

score=score+10;

if(score==1010)

break;

printf("\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t||||SCORE:%d\n",score);

printf("press \n\* 1 to quit \n\* any number to continue\n\* your option-");

scanf("%d",&option);

if(option==1)

break;

else

{

printf("Enter your location between 1 - 11.\n");

printf("Enter x variable:\t");

scanf("%d",&r);

printf("Enter y variable:\t");

scanf("%d",&c);

i=0;

i = process(mine\_board,r,c,my\_board);

}

}

if(score==1010)

{

printf("\t\t\t\t\t\twhat a guy you are!!!! fantabulous!!!!! you win the game\n");

printf("\t\t\t\t\t\t\tAWESOME 1010!!!!");

high\_scorer();

}

if(option==1)

{

printf("\t\t\t\t\t\t\t\tALAS!!!you are missing the game!!!!!\n");

printf("\t\t\t\t\t\t\t\t\tYOUR SCORE IS %d\n\n",score);

}

if(i==0)

{

my\_board[r][c]='@';

printf("\t\t\t\t\t\t\t\t\t\tOOOPS!!!!\n");

print\_board(12,my\_board);

printf("\t\t\t\t\t\t\t\tGame OVER, ta ta. you stepped on a MINE !!\n");

printf("\t\t\t\t\t\t\t\t\t\tFANTABULOUS your score is %d\n\n",score);

}

}

void welcome()

{

char op;

printf("\t\t\t\t\t\t\t\t\tWELCOME TO MINESWEEPER\n");

printf("\t\t\t\t\t\t\t\t\t\t\t\t\t\tpress\n\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\*i-instruction\n\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\*any key to enter game\n\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\*your option-");

scanf("%c",&op);

if(op == 'i')

{

printf("\t\t\t\t\t\t\t\t\t\*\*INSTRUCTIONS\*\*\n\n");

printf("\t\t\t\t\t\t\tOH DEAR, what a shock you are unfortunatly in the mine field.\n");

printf("\t\t\t\t\t\t\tEnter the coordinates of the x and y plane between 1 to 11\n");

printf("\t\t\t\t\t\t\t\tAre you destined to DIE or live ?\n");

printf("\t\t\t\t\t\t\t\tdont think it of as luck based game\n");

printf("\t\t\t\t\t\t\t\t\tmind based game!!!\n");

printf("\t\t\t\t\t\t\t\ttotal successful moves 101;mines20\n");

printf("\t\t\t\t\t\t\t\t\tmaximum score 505\n");

printf("\t\t\t\t\t\t\t\t\tHA ha ha hah, GOOD LUCK\n");

printf("\t\t\t\t\t\t\t\t\t\tclear???\n");

printf("====================================================================================================================================================================\n\n");

printf("\t\t\t\t\t\t\t\t\tGAME STARTS!!!\n\n");

}

else

return;

}

void place\_rand\_mines(char mine\_board[12][12])

{

int r,c,m;

for(m=0;m<20;m++)

{

r = rand() % 13;

c = rand() % 13;

mine\_board[r][c] ='@';

}

return;

}

void print\_board(int r,char my\_board[12][12])

{

int i,j;

printf("\t\t\t\t\t\t\t\t");

printf(" |1|2|3|4|5|6|7|8|9|10|11|\n");

for(i=1;i<r;i++)

{

printf("\n\t\t\t\t\t\t\t\t");

if(i>=0&&i<=9)

{

printf("%d",i);

printf("|");

}

if(i==10)

{

printf("0|");

}

if(i==11)

{

printf("1|");

}

for(j=1;j<12;j++)

{

printf("%c"" ",my\_board[i][j]);

}

printf(" ""|");

printf("%d",i);

printf("\n");

printf("\t\t\t\t\t\t\t\t");

}

printf("\n\t\t\t\t\t\t\t\t");

printf(" |1|2|3|4|5|6|7|8|9|10|11|\n");

return;

}

int process(char mine\_board[12][12],int r,int c,char my\_board[12][12])

{

int i=r,j=c,b=0;

char C;

if(mine\_board[r][c] == '@')

{

return 0;

}

else

{

if(mine\_board[i-1][j-1] =='@' )

b++;

if(mine\_board[i-1][j] =='@' )

b++;

if(mine\_board[i-1][j+1] =='@' )

b++;

if(mine\_board[i][j-1] == '@')

b++;

if(mine\_board[i][j+1] =='@')

b++;

if(mine\_board[i+1][j-1] =='@' )

b++;

if(mine\_board[i+1][j] == '@')

b++;

if(mine\_board[i+1][j+1] == '@')

b++;

C = (char)(((int)'0')+b);

mine\_board[r][c] = C;

my\_board[r][c] = C;

return 1;

}

}

void high\_scorer()

{

char name[20];

fptr=fopen("scorer.txt","a+");

printf("\t\t\t\t\t\t\t\t\t\t\t\t\tgood name please!!!\t");

scanf("%s",name);

fprintf(fptr,"NAME :\t%s",name);

fclose(fptr);

}

OUTPUT:







