

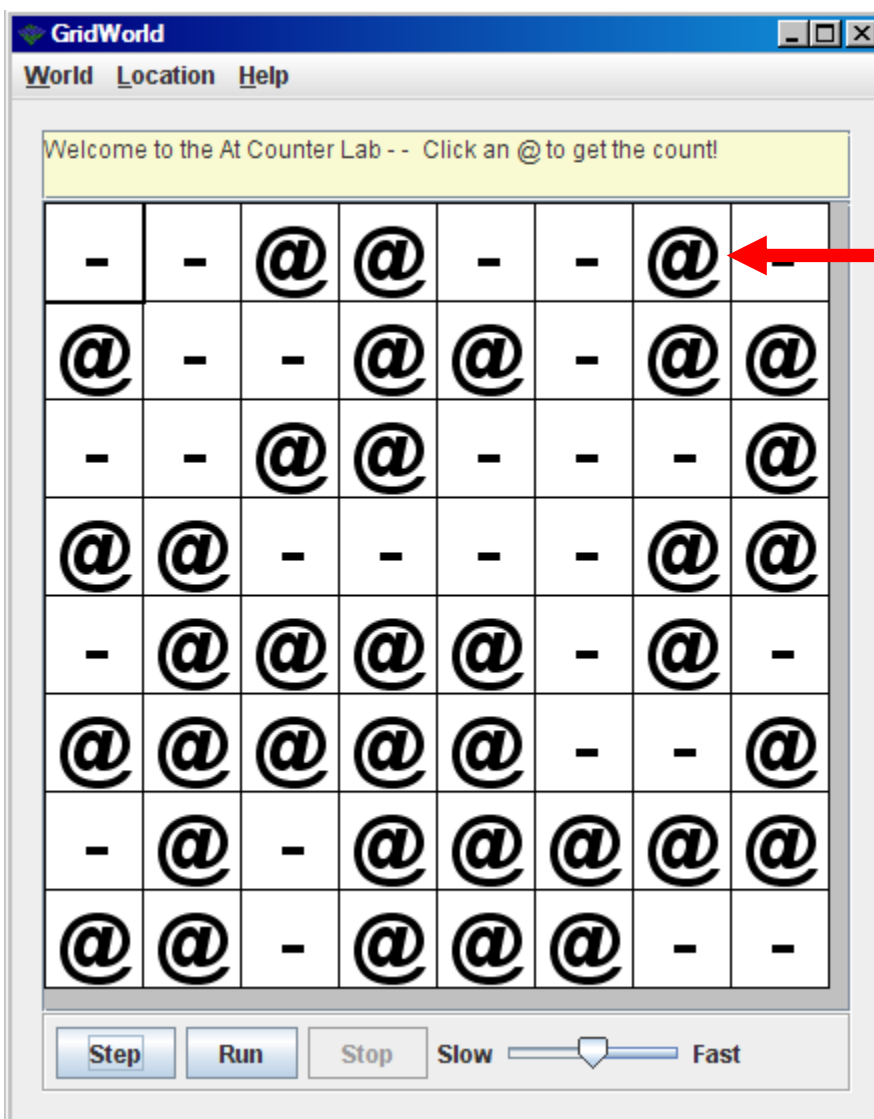
Lab Goal : This lab was designed to teach you more object oriented programming and how to write a very simple game using recursion and graphics.

Lab Description : When a mouse-click occurs on a cell that contains an @, count up and remove all @s that are connected up, down, left, and right. Remove the @s that are connected as you count them.

algorithm help

if (r and c are in bounds and cell is @)
change cell to -
4 recursive calls up down left right

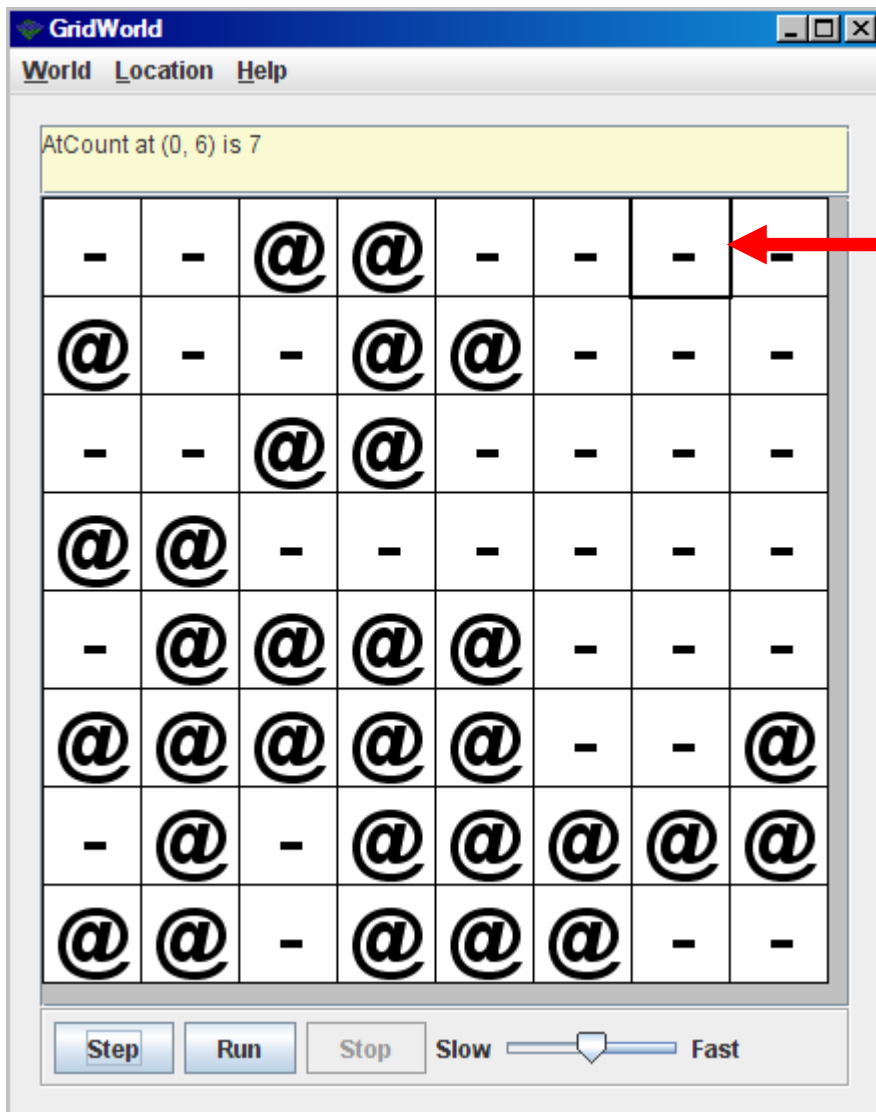
Sample Output :



@s about to be
counted and
removed. Text

Files Needed ::

AtCounterWorld.java
AtCounterRunner.java



The @s have
been removed
and counted.