

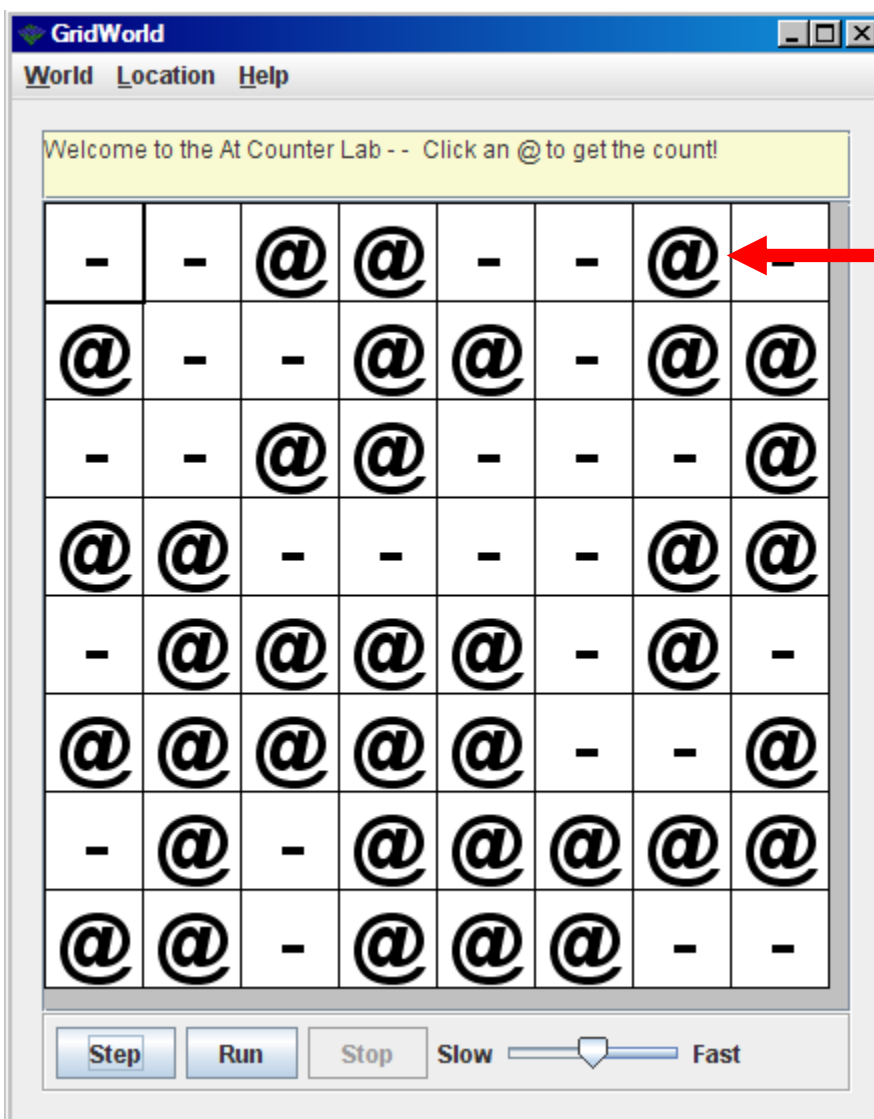
**Lab Goal :** This lab was designed to teach you more object oriented programming and how to write a very simple game using recursion and graphics.

**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

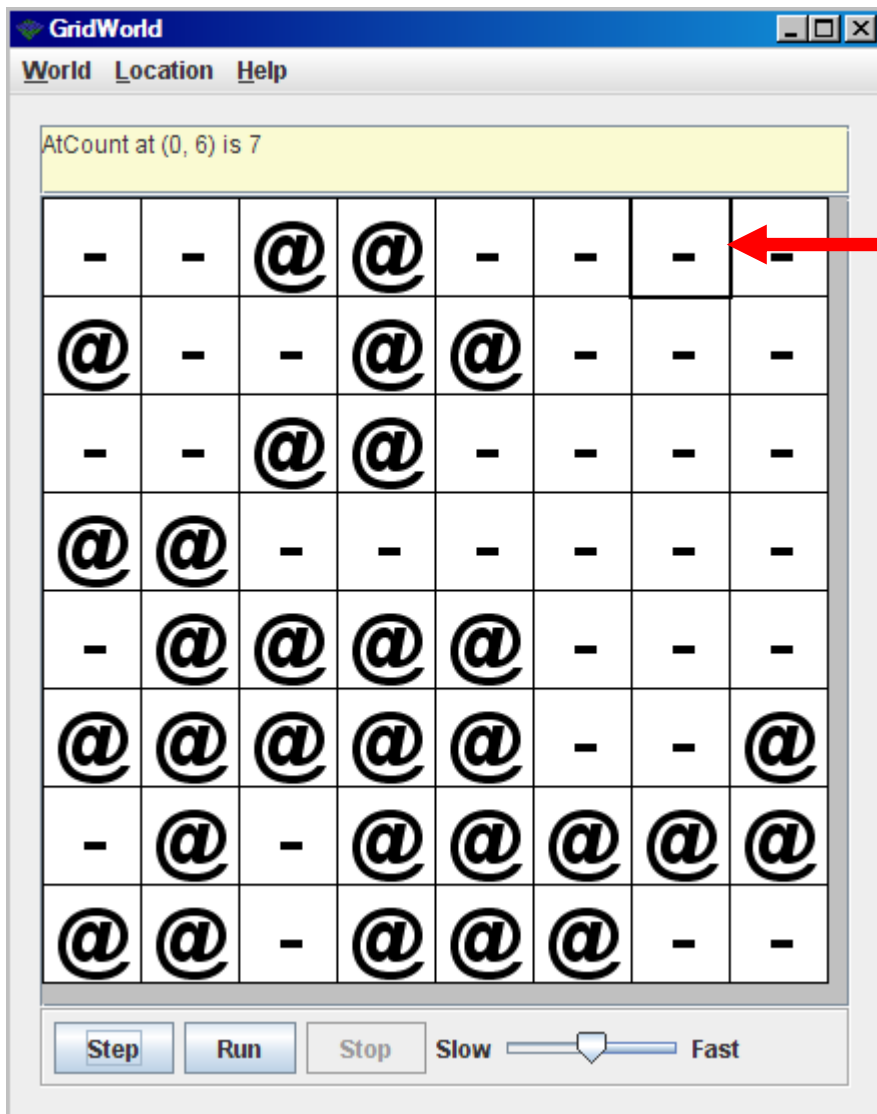
### Sample Output :



@s about to be  
counted and  
removed.

### Files Needed ::

AtCounterWorld.java  
AtCounterRunner.java



The @s have been removed and counted.