Actividad 4

Partway through tracing a Minesweeper algorithm

square	1	2	3	4	5	6	7	8
	★		★	★				

```
let mines = 0
let n = 1
start loop
    if square_n has a mine
        then mines = mines + 1
    n = n + 1
loop again if n < 8
```

mines	n
~~0~~	~~1~~
~~1~~	~~2~~
~~2~~	~~3~~
3	~~4~~
	~~5~~
	6

01. Corregir "let n = 1" a "let n =0"
02. Corregir "loop again if n < 8" a "loop again if n < 10"