

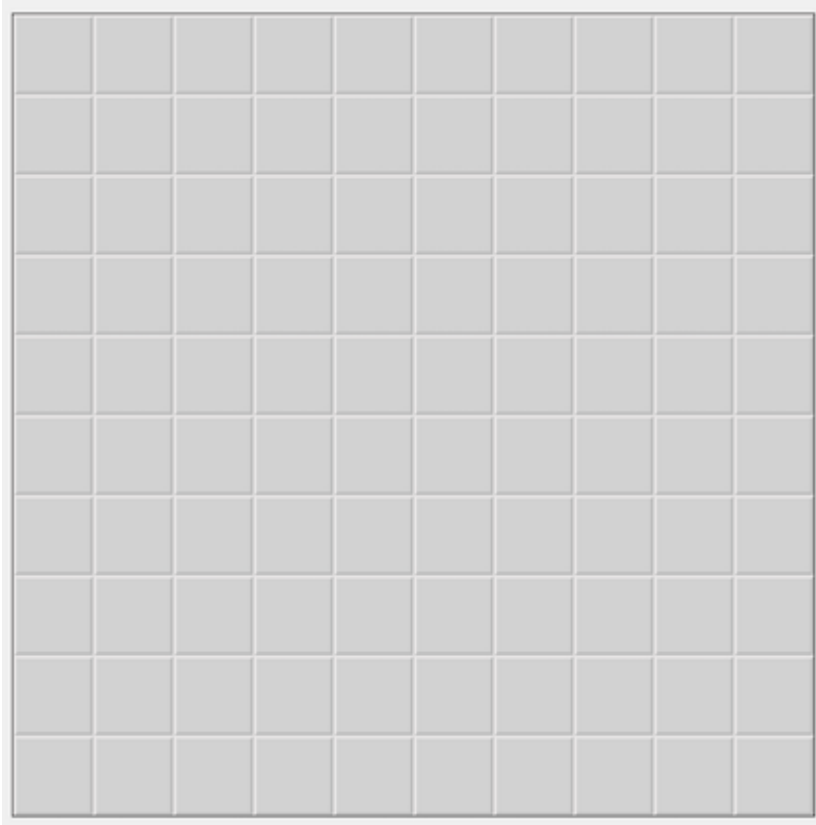
Lights Out game

The application

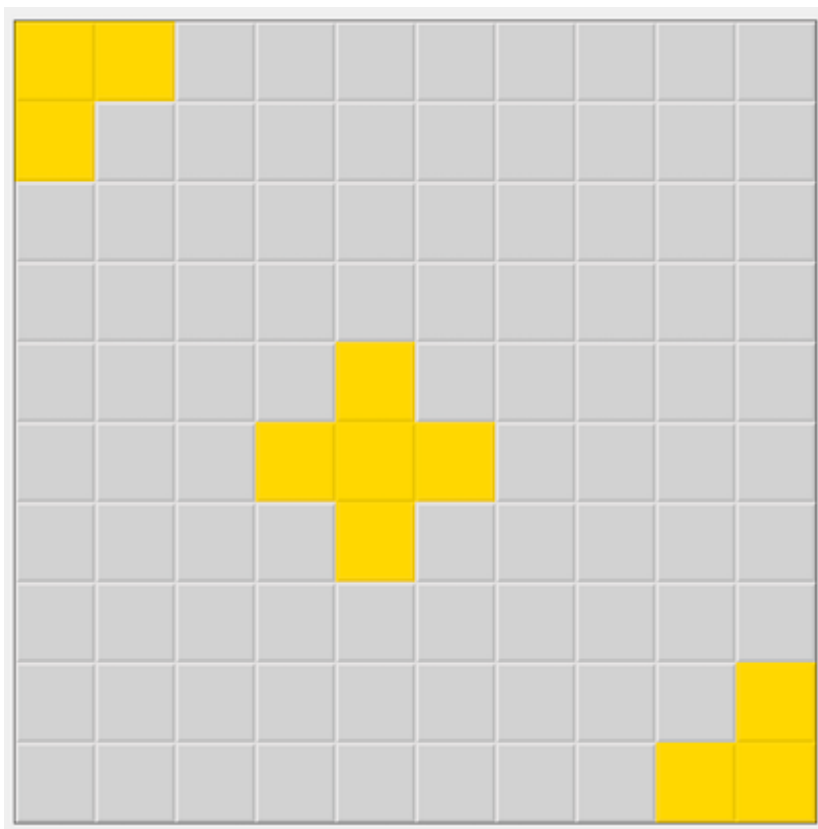
LightsOutGame is a small graphical application that can be launched via `LightsOutGame class >> #open` (click on it).

- Run the application by executing this method (click on the play button near the method name).

You should see the following application:



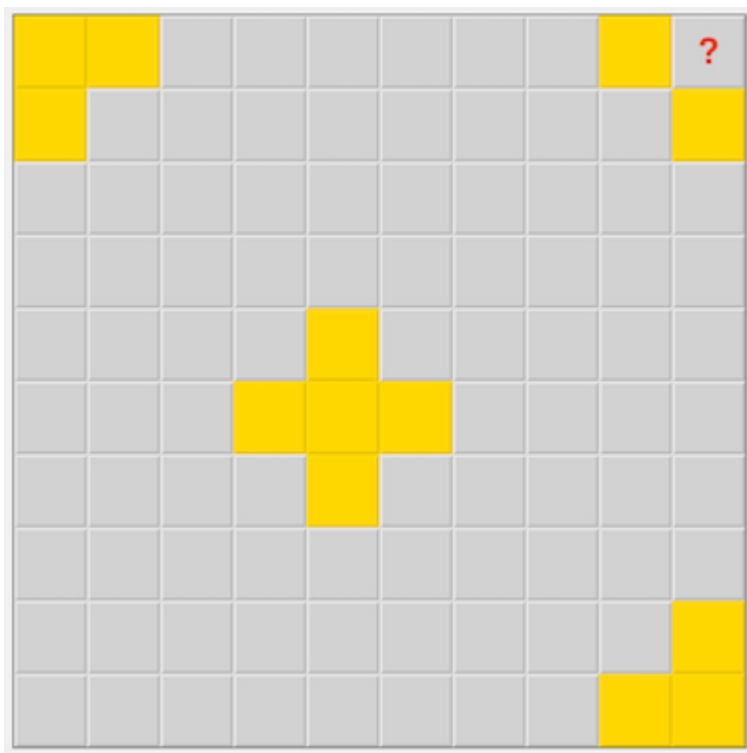
In this game, each tile represents a light bulb initially switched off. Clicking on a tile will toggle it and its immediate neighbors, as illustrated below.



To win the game, a player must switch on all the lights in a minimal amount of actions.

The problem

Unfortunately, there is a bug. As shown in the screenshot below, one light bulb located at one of the corners cannot be switched on.



Each time the game is launched, the bug appears in a new corner.

Your task

- Understand why there is a light that cannot be switched on.
- Fix the bug. Identify and delete the method responsible for this behavior.

To help you, you can inspect any tile/light by performing a right-click on it. This action will open an inspector on that tile/light.

Beware: this is a graphical application, and putting breakpoints in the display system (e.g., in the Morph class) might freeze your system.