Minesweeper in Scala

Readme (readme)	Test Suite (../minesweeper)

Minesweeper

Write a program that adds the numbers to a minesweeper board

Minesweeper is a popular game where the user has to find the mines using numeric hints that indicate how many mines are directly adjacent (horizontally, vertically, diagonally) to a square.

In this exercise you have to create some code that counts the number of mines adjacent to a square and transforms boards like this (where `*` indicates a mine):

```
1  +-----+
2  | * * |
3  |  *  |
4  |  *  |
5  |     |
6  +-----+
```

into this:

```
1  +-----+
2  |1*3*1|
3  |13*31|
4  | 2*2 |
5  | 111 |
6  +-----+
```

The Scala exercises assume an SBT project scheme. The exercise solution source should be placed within the exercise directory/src/main/scala. The exercise unit tests can be found within the exercise directory/src/test/scala.

To run the tests simply run the command `sbt test` in the exercise directory.

For more detailed info about the Scala track see the help page (http://help.exercism.io/getting-started-with-scala.html).

Source

view source

exercism.io

(/)
Beta

About (/about) - Donate (/donate)

 GitHub (https://github.com/exercism/exercism.io)   Twitter (https://twitter.com/exercism_io)

 Newsletter (https://tinyletter.com/exercism)

SPONSORS

 (https://bugsnag.com/blog/bugsnag-loves-open-source)

 (http://www.rackspace.com/)   (http://www.shopify.com/)

© 2015 Katrina Owen