

ITRW222

PRACTICAL 5 MINESWEEPER

At least 4 hours of work!! Please start today!

You need to make the game work perfectly now – only one function is missing after practical 5 and that is the opening up of zero values

In practical 5 you need to do the following:

1. Understand what is still missing – Your right click button should be added – Remember if a cell is flagged and it is pressed again the flag must be removed.
2. Your left click button should call `setRevealed()`... and check if the game is over – to exit the program add `exit();` - but put it in comments when you test your program!
3. You need to think about the conditions for losing the game.
4. You should think about the conditions for winning the game..... its harder than you think!!
5. Make sure that your `toString()` in the `MSCell` class returns only one character – the correct label for the grid – and use it to display the text on the button/lable! Your `toString` will contain various if-statements!
6. Keep on displaying the border of the grid – you need it in Practical 6!