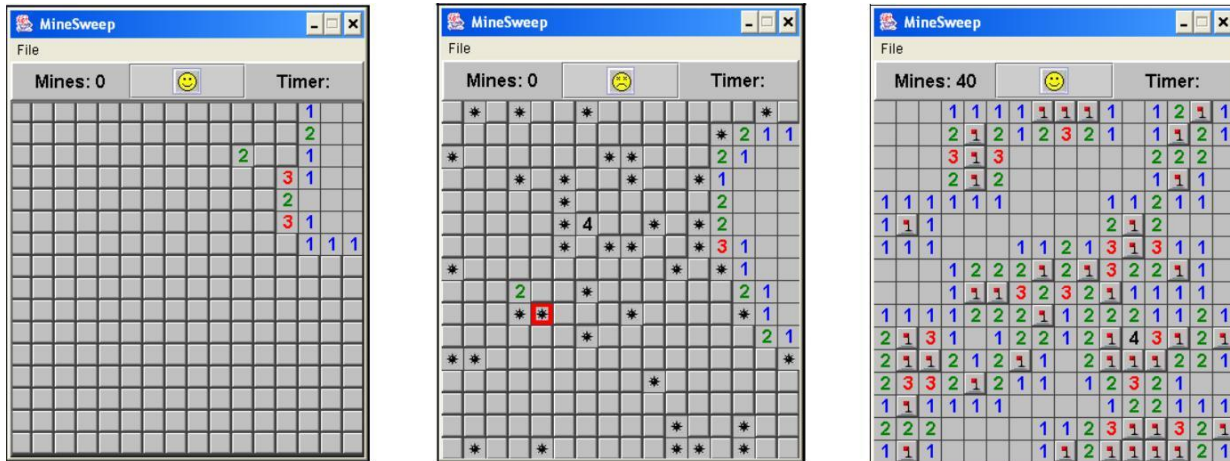Modify the *MinePanel* program to complete the *MineSweep* game.
Your job is to write the *removeAdjacentButtons* method. When the user clicks on a button that is not mined or numbered, this method *recursively* exposes the safe buttons that are adjacent to the current button and the numbered buttons around the perimeter.

/***

When the user clicks on a button that has no mines surrounding it, the program will call the recursive method, *removeAdjacentButtons*, with the Graphics Context, g, and the button's row and column.

The following methods from the MineButton class can be used for the *removeAdjacentButtons* method:

> int getNoOfMinesAround()   // Get number of mines around MineButton
> boolean isShowing()   // Is the MineButton showing?
> void setShowing(boolean s)   // Set the MineButton to showing
> void showIt(java.awt.Graphics g) // Show what's under the MineButton

```
/*****************************************************************/
public void removeAdjacentButtons(Graphics g,int r, int c) {

        // your code here
}
/*****************************************************************/
```

All necessary files are located in
http://venus.cs.qc.cuny.edu/~aabreu/cs212/project5/project5.zip

Download the project 5 file –
http://venus.cs.qc.cuny.edu/~aabreu/cs212/project5/project5.zip
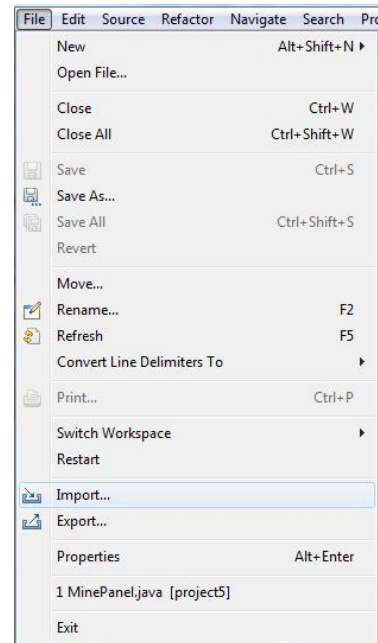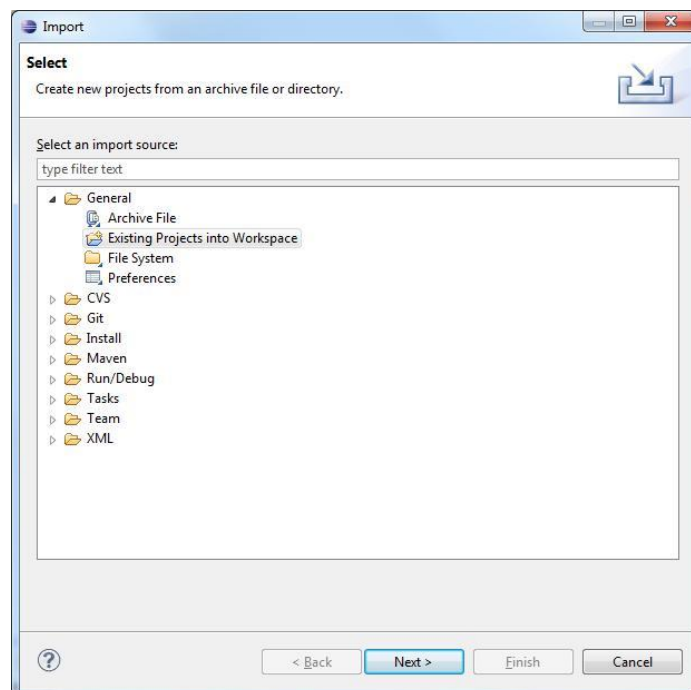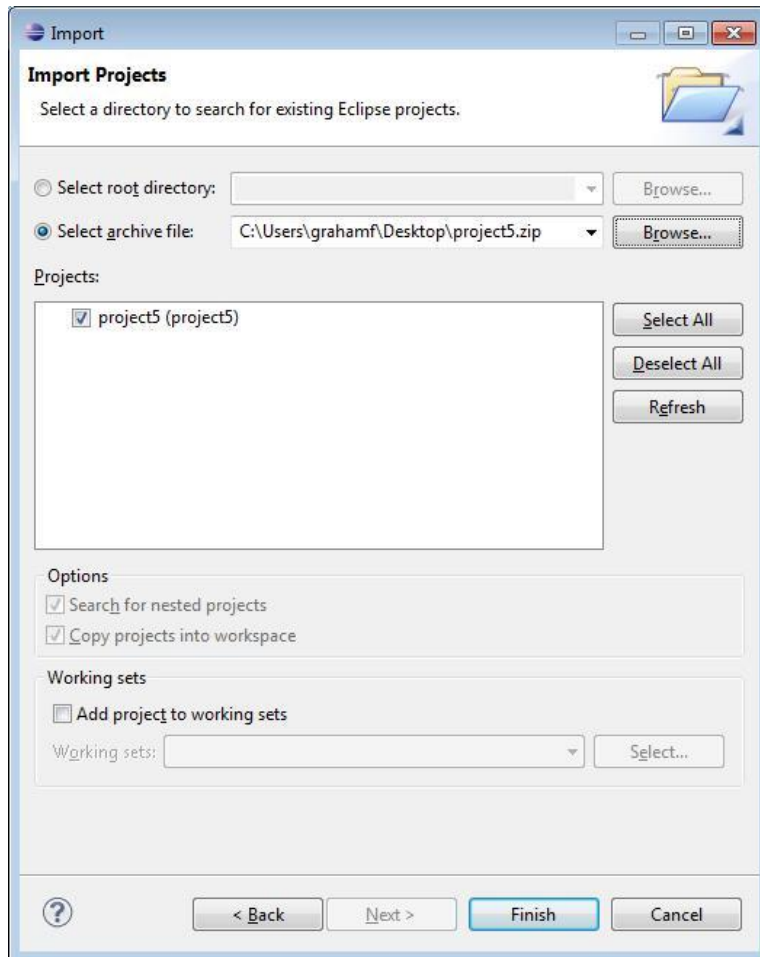Save it on your Desktop or somewhere convenient
Start Eclipse (if necessary) – make sure you don't have a project called
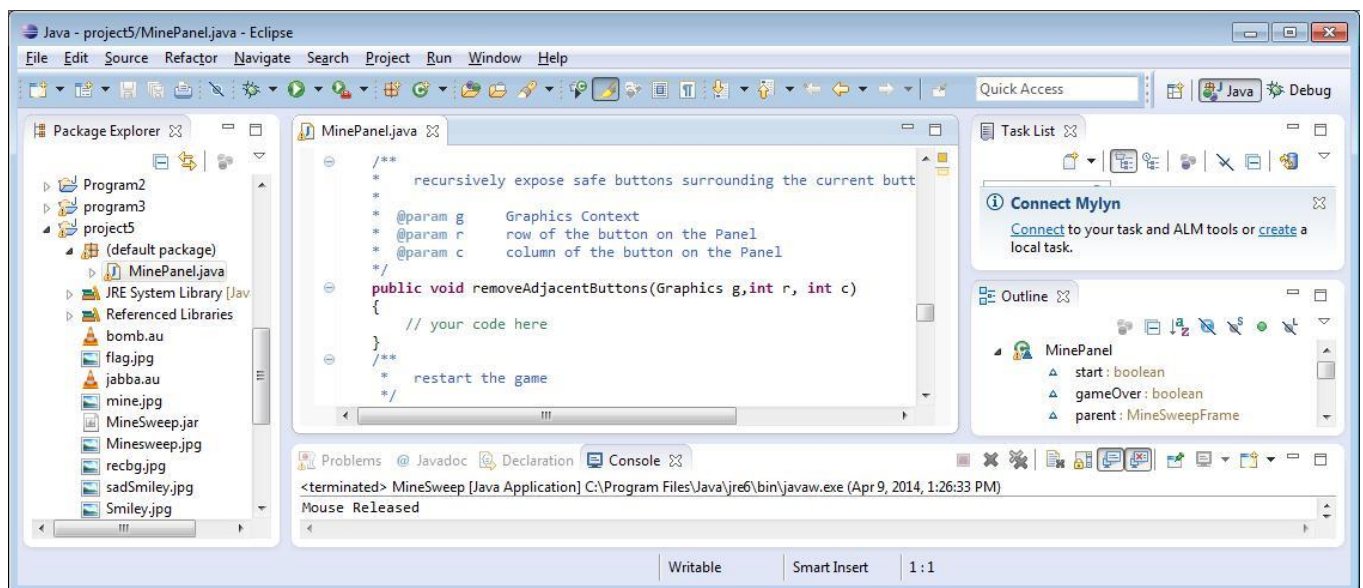project5 Select **Import…** from the File menu

Select **Existing Projects into Workspace**

Select the **Select <u>a</u>rchive file** radio button and click the textbox to the right; type the path to the downloaded zip file. (See picture below)
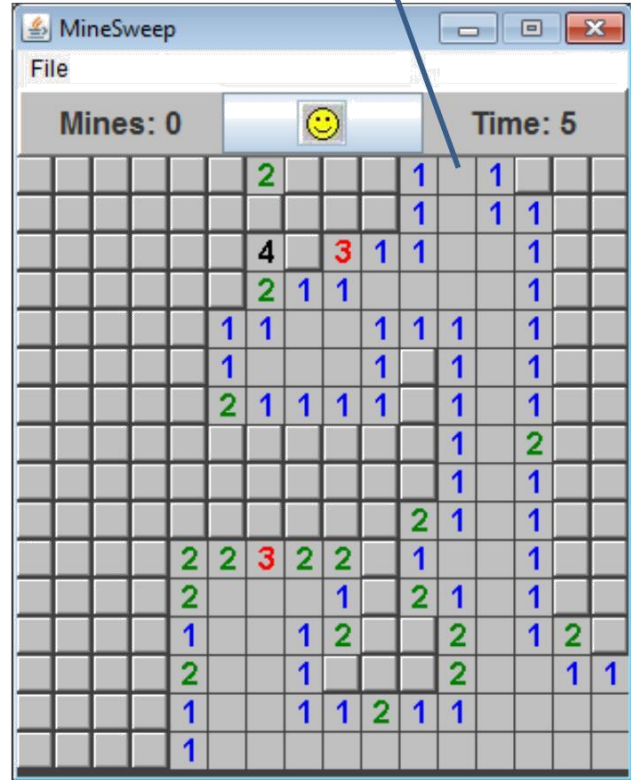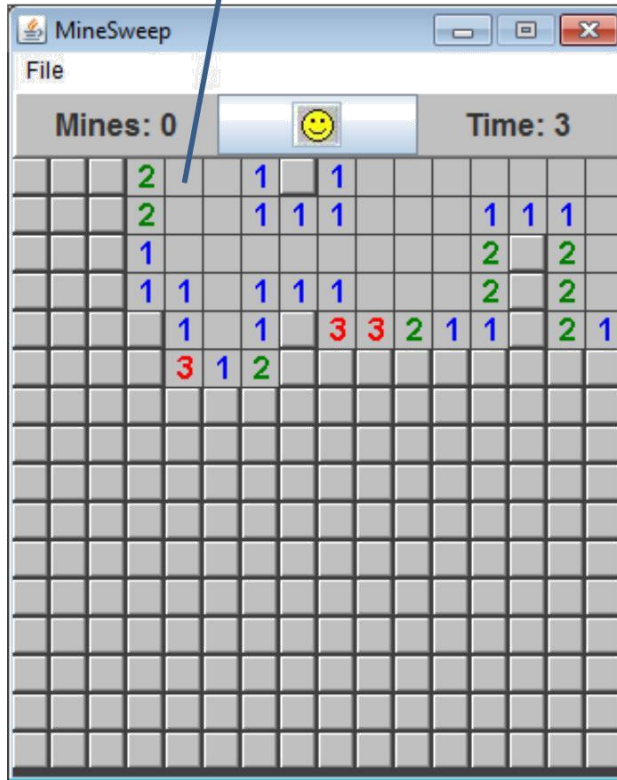

Click the Finish button and the project should be listed in Eclipse

Modify the MinePanel.java file

When the player clicks an empty cell, your code should automatically expose (show) all of the safe cells surrounding that cell.

This example is the result from a single click.


```java
/**
 * Recursively expose safe buttons surrounding
 * the current button
 *
 *  @param g        Graphics Context
 *  @param rrow of the button on the Panel
 *  @param ccolumn of the button on the Panel
 */
public void removeAdjacentButtons(Graphics g,int r, int c)
{
     // your code here
}
```