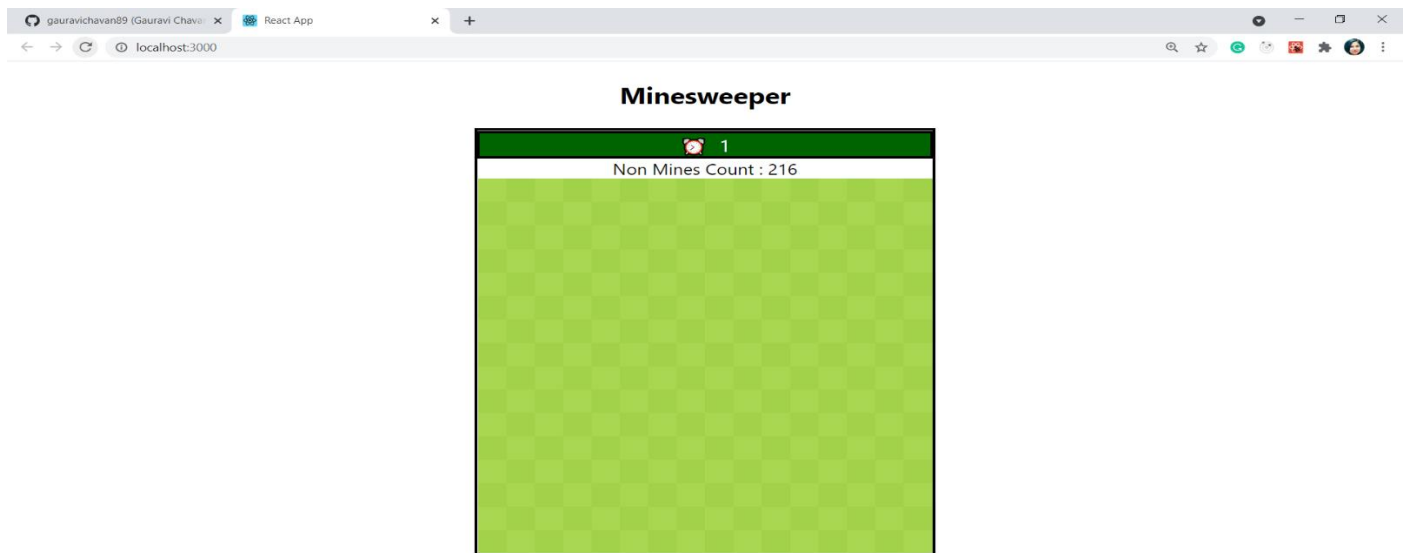


## Output Pictures:

[1] The initial grid looks like under:

It is a **16\*16 grid**, which means, it has 256 tiles/ cells. I have assigned a random function to place mines under 40 cells/ tiles. This brings the non-mine count to  $256-40=$  **216 tiles**.

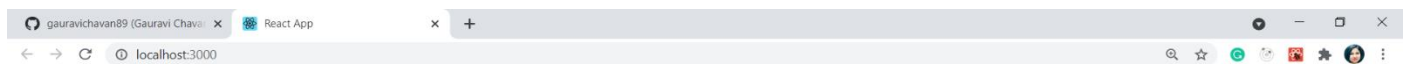
In the picture below, the timer has begun. As no tiles has been revealed the '**Non-Mine Count**' remains at 216.



[2] As we reveal tiles further note that the timer increases and the Non Mine Count decreases.

Note this in the below two pictures:

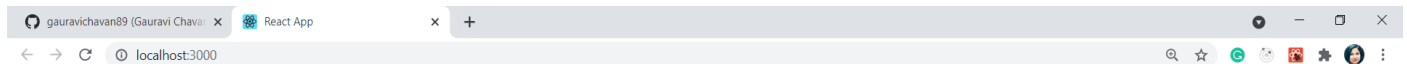




## Minesweeper



[3] After a user hits on a mine, the grid looks like under revealing the positions of all other mines as well:



## Minesweeper



[4] Finally, the timer stops when a mine is hit by the user. A message prompts suggests to 'try again' as below:

