Work on project. Stage 1/5: Lay the groundwork

Project: Minesweeper

📊 Medium ⏱ 5 minutes ❓

Description

Minesweeper is a game of logic where the player is presented with a field full of hidden mines. The goal is to mark the positions of all mines without setting any of them off. It's not a game of wild guessing: it offers hints showing the number of mines around each cell. One wrong move, and game over!
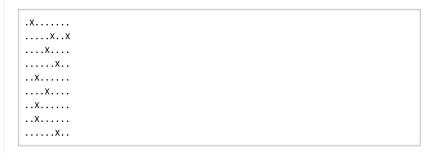
Objective

Your first step is easy: you need to output some state of the minefield.

Set the minefield size and place any number of mines you want on it. At this point, all the mines are there in plain sight — we are not going to hide them from the player just yet.

You can use any character you want to represent mines and safe cells at this step. Later on, we will use `x` for mines and `.` for safe cells.

Example

In this example, there are 10 mines on a 9x9 field. Feel free to use your own marking symbols and field configuration!

```
.X.......
.....X..X
....X....
......X..
..X......
....X....
..X......
..X......
......X..
```

⚡ See hint

↳ Write a program

Code Editor   IDE

27 / 27 Prerequisites

✓ Units of information — In project — 13 ⛏ ⌄

✓ Introduction to Java — In project — 20 ⛏ ⌄

✓ Basic literals — In project — 20 ⛏ ⌄

✓ Overview of the basic program — In project — 20 ⛏ ⌄

✓ Printing data — In project — 20 ⛏ ⌄

Show all

Join a study group for the project Minesweeper

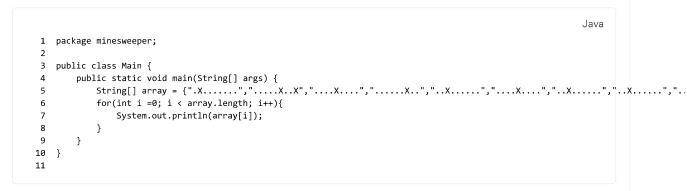Discuss your current project with fellow learners and help each other.

🖹 Report a typo

Java

```java
1  package minesweeper;
2
3  public class Main {
4      public static void main(String[] args) {
5          String[] array = {".X.......",".....X..X","....X....","......X..","..X......","....X....","..X......","..X.......","..
6          for(int i =0; i < array.length; i++){
7              System.out.println(array[i]);
8          }
9      }
10 }
11
```

✓ **Correct.**

Amazing, you've got it!

49 users liked this problem. **1** didn't like it. **What about you?**

😍 🙂 😐 🙁 😡

Continue   Solve again   Solutions (63)