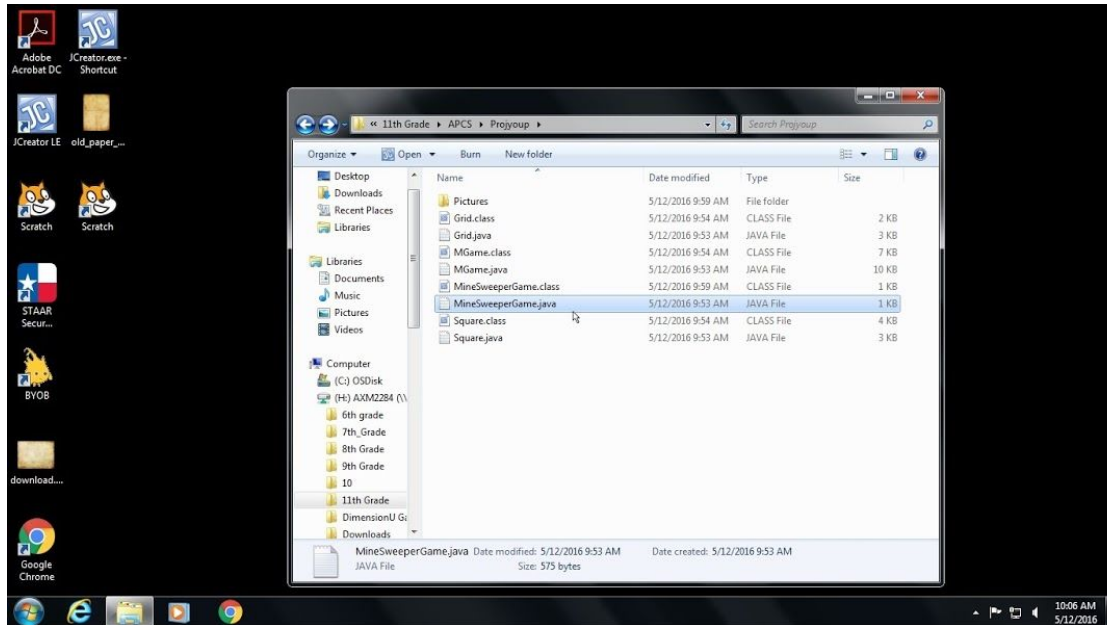


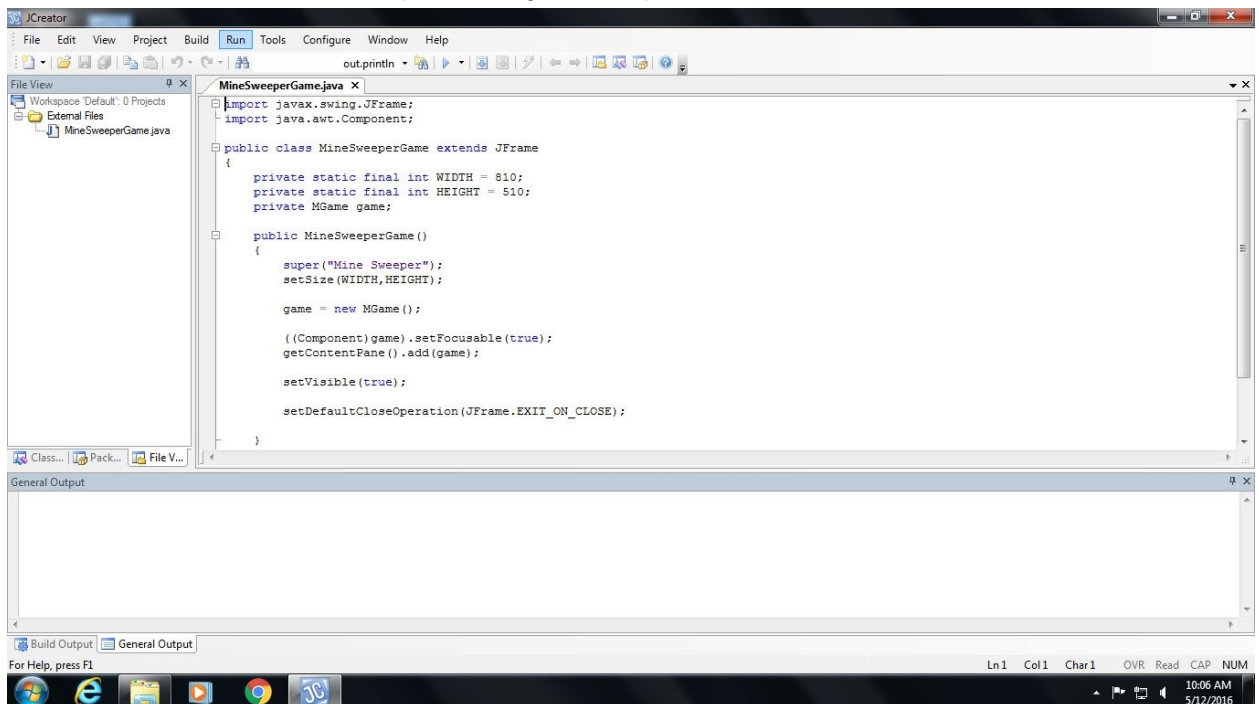
Samples of the type of input required by the program should be included, along with a description of the input notes on the handling of erroneous input by the program should be included and information or samples of how information and instructions on running the program can be obtained by the user. In addition, output samples should be included along with a description of all abbreviations, headings and codes which might not be clear to your teacher. The most straightforward way to handle the requirements of this section is a detailed set of screenshots of sample runs of the program.

Opening the File/Game:



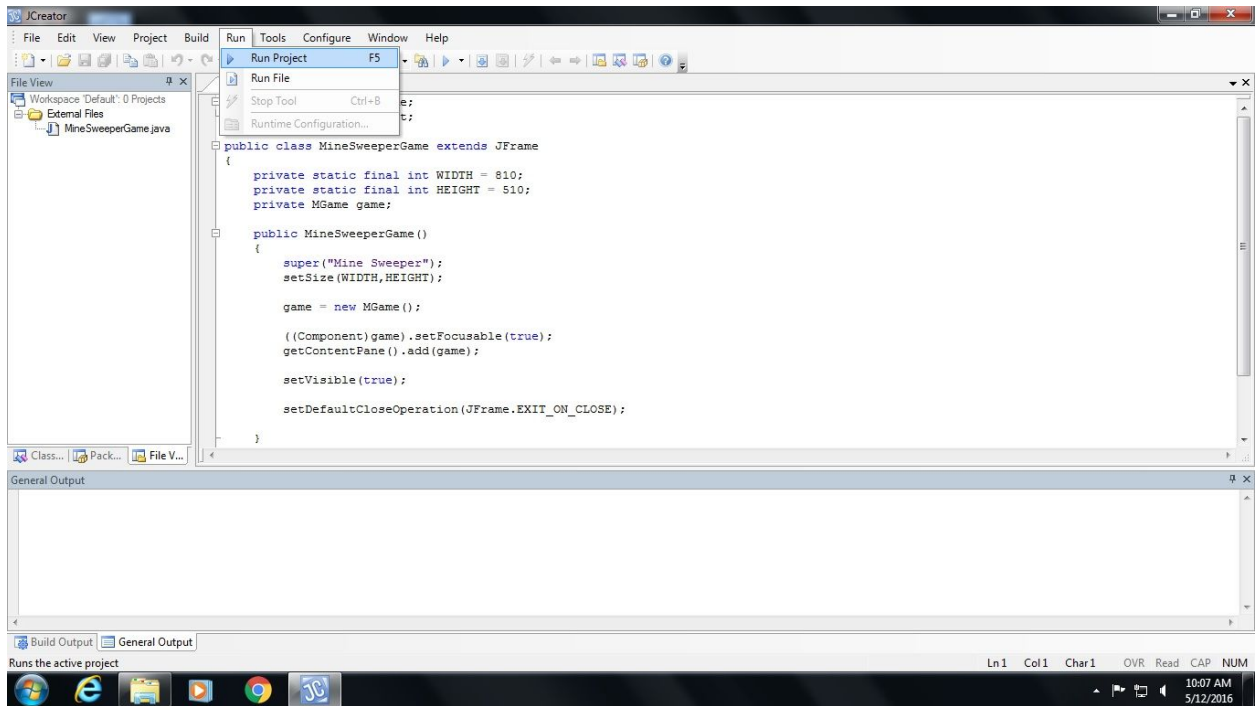
1.

a. Click on the MineSweeperGame.java to open the game.



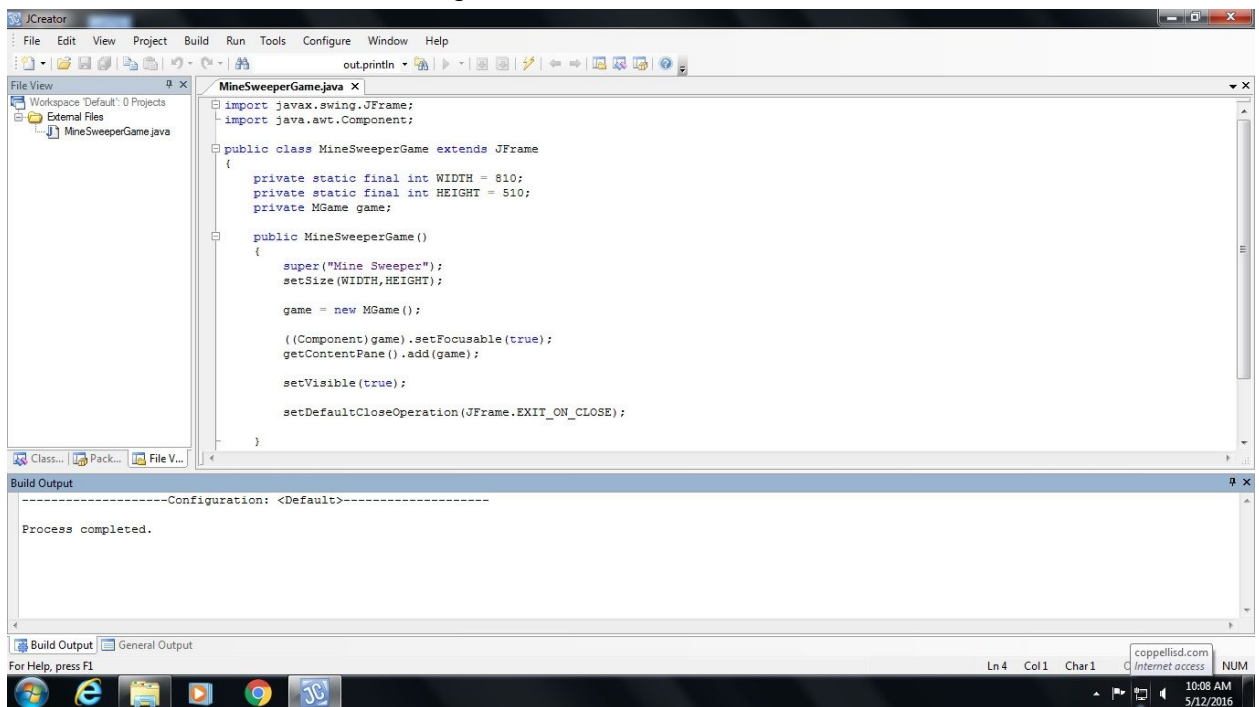
2.

a. Click on "Run".



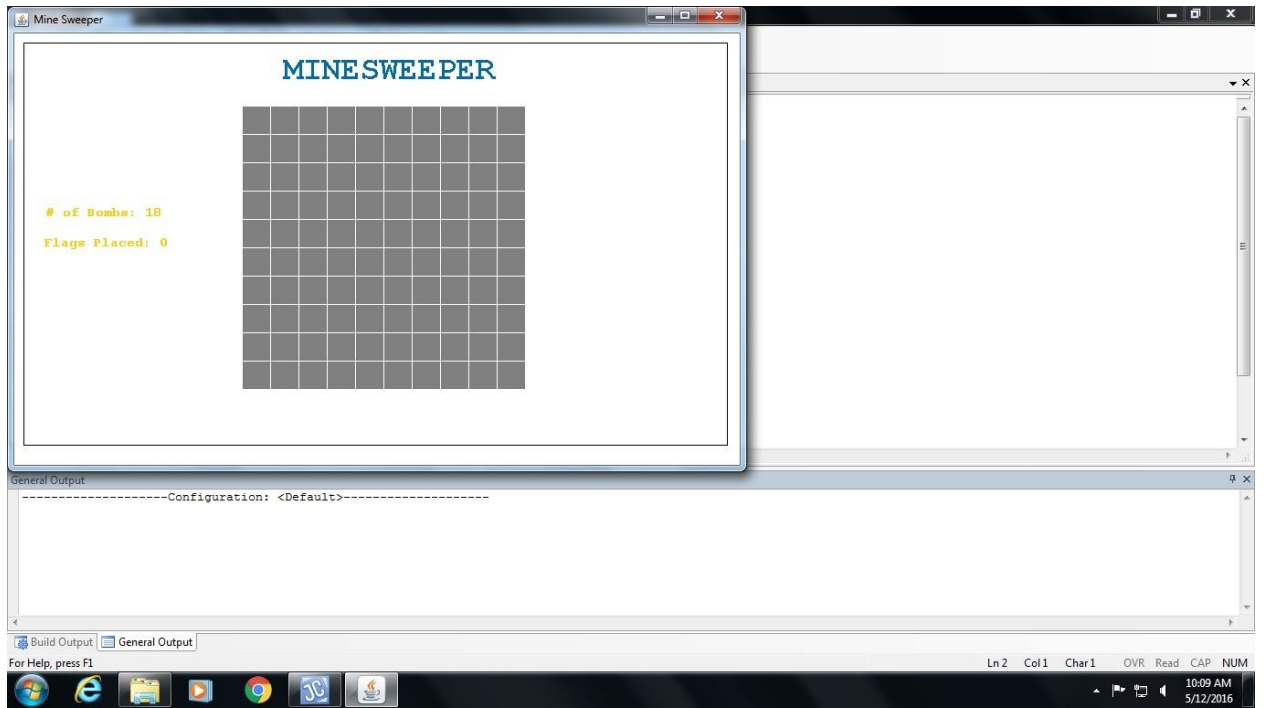
3.

a. And then click on "Run Program".



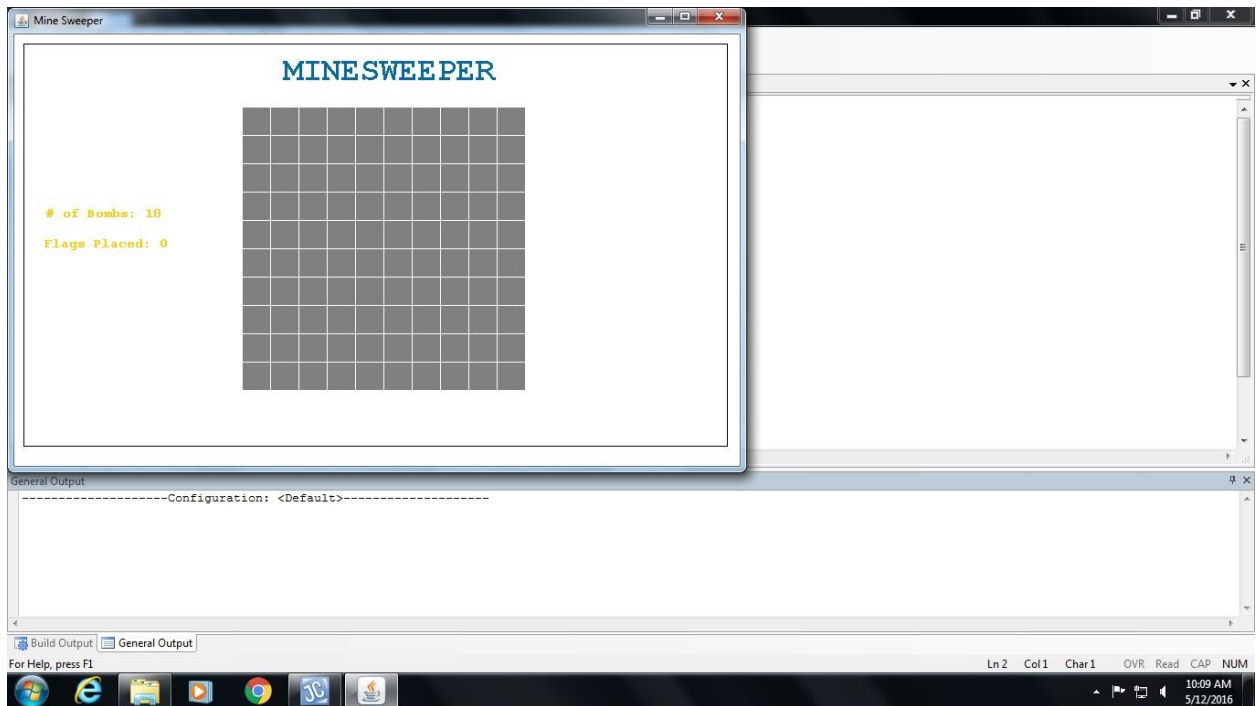
4.

a. The program will now open.



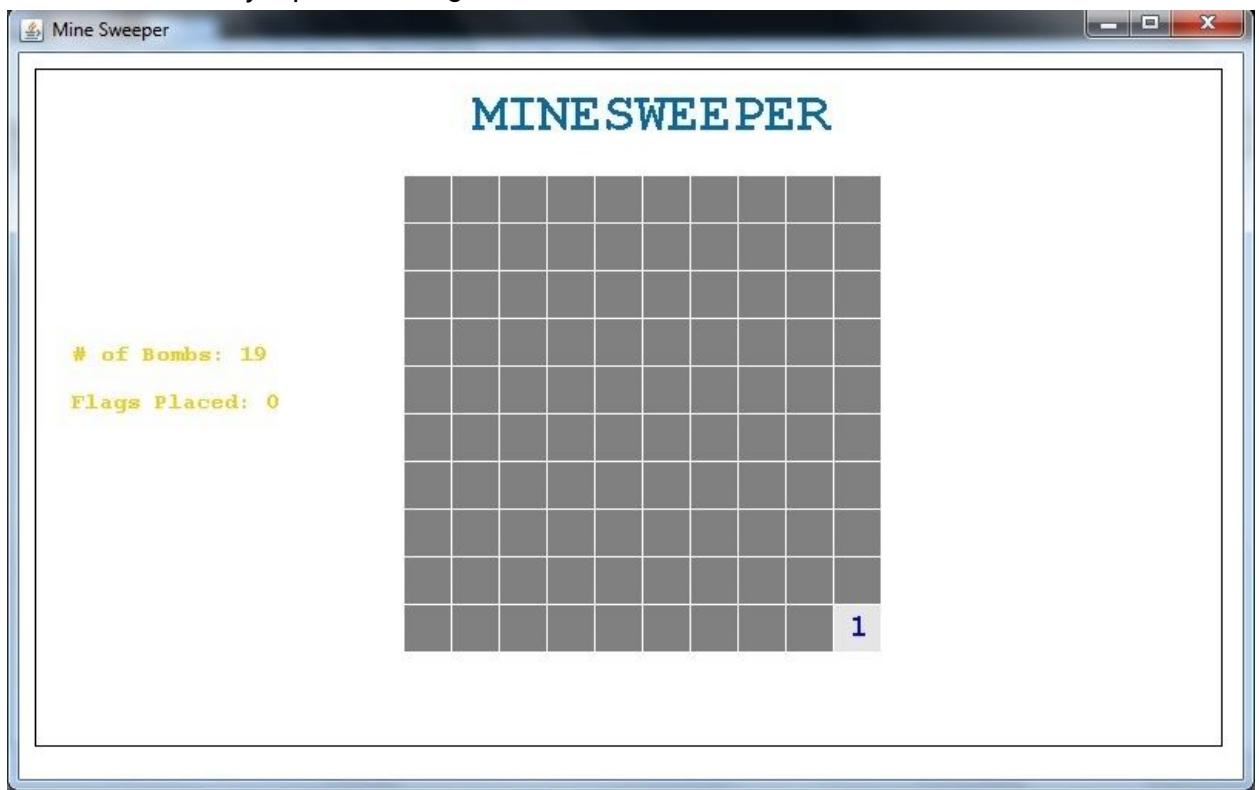
5.
 - a. The game is now open.

Sample Run #1



1.

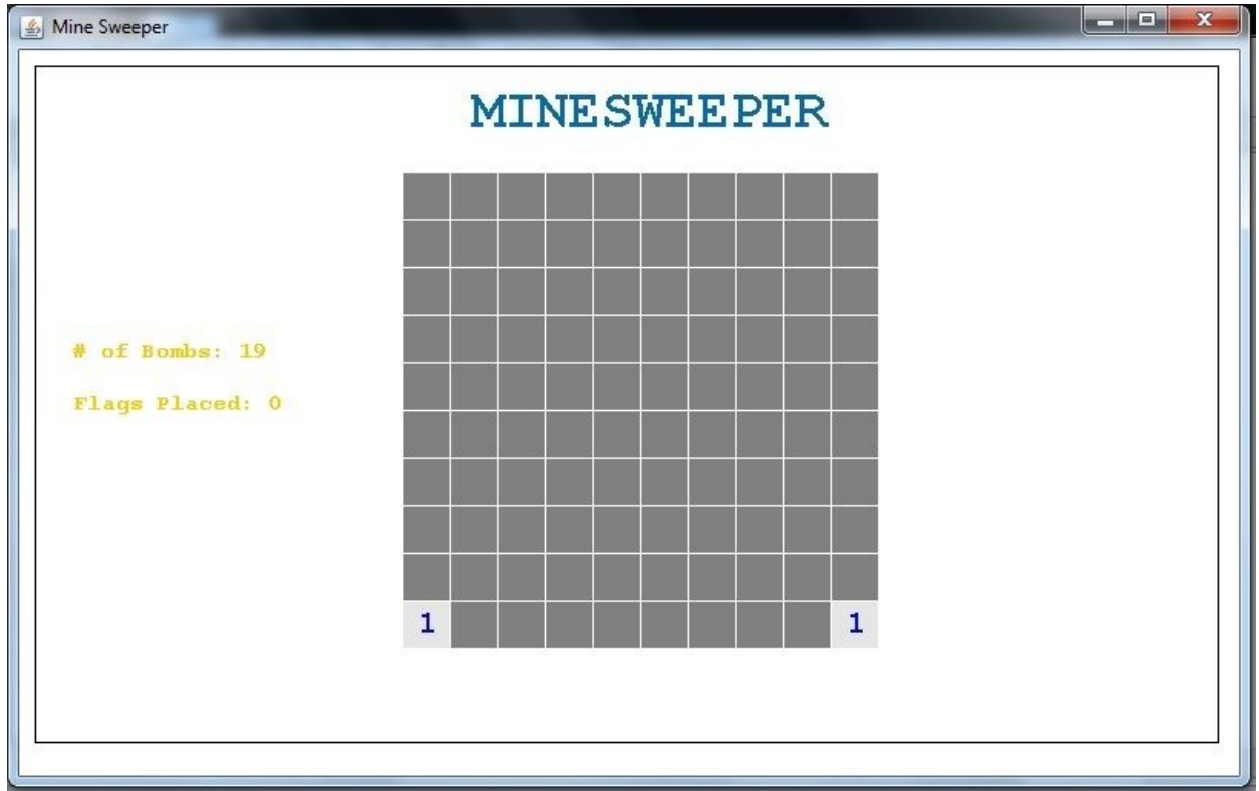
- a. Click on any square in the grid.



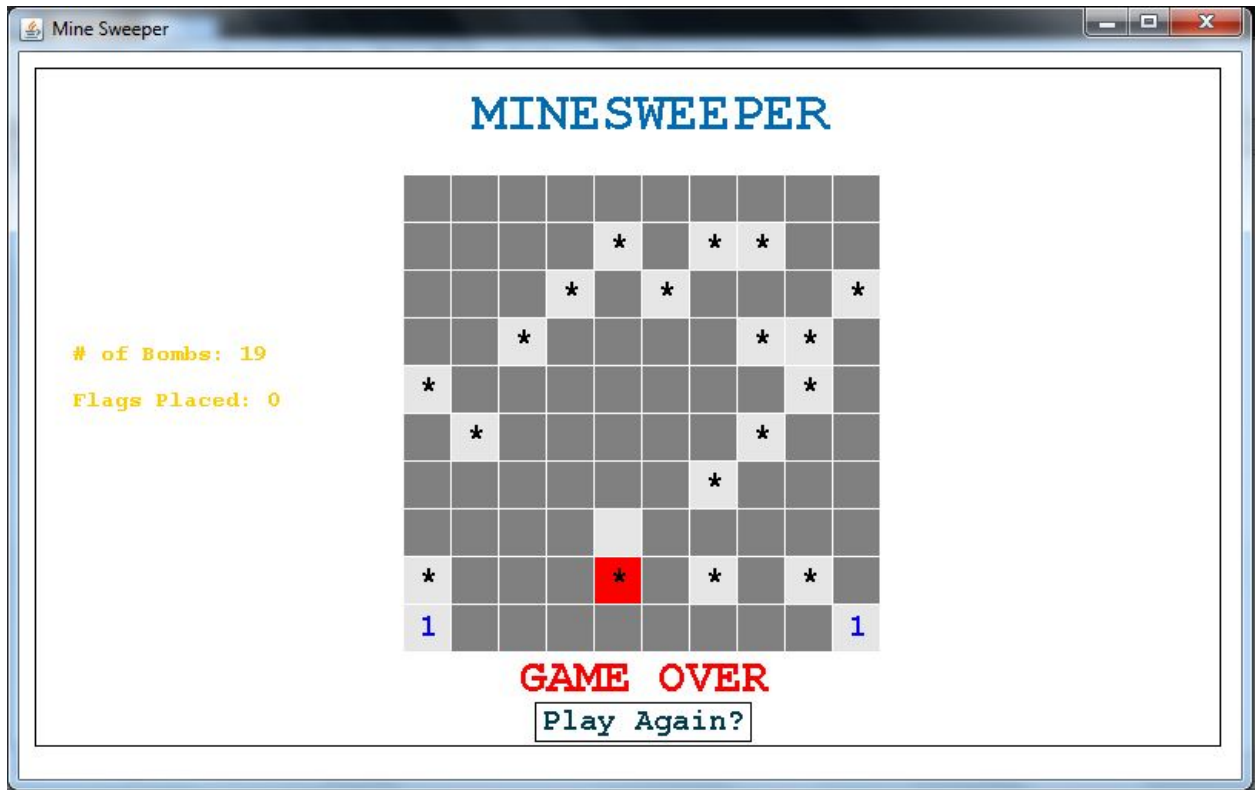
2.

- a. The number that shows up on the square you've just clicked is the number of bombs surrounding that square. So in this case, the square in the lower right

hand corner was clicked, and the number '1' showed up. This means that there is one bomb that is under located under one of the three squares surrounding the square with the number '1'. Since goal is to not click on a square that has a bomb under it, the person playing this game knows that they should avoid clicking on squares surrounding the square with the number '1' on it.



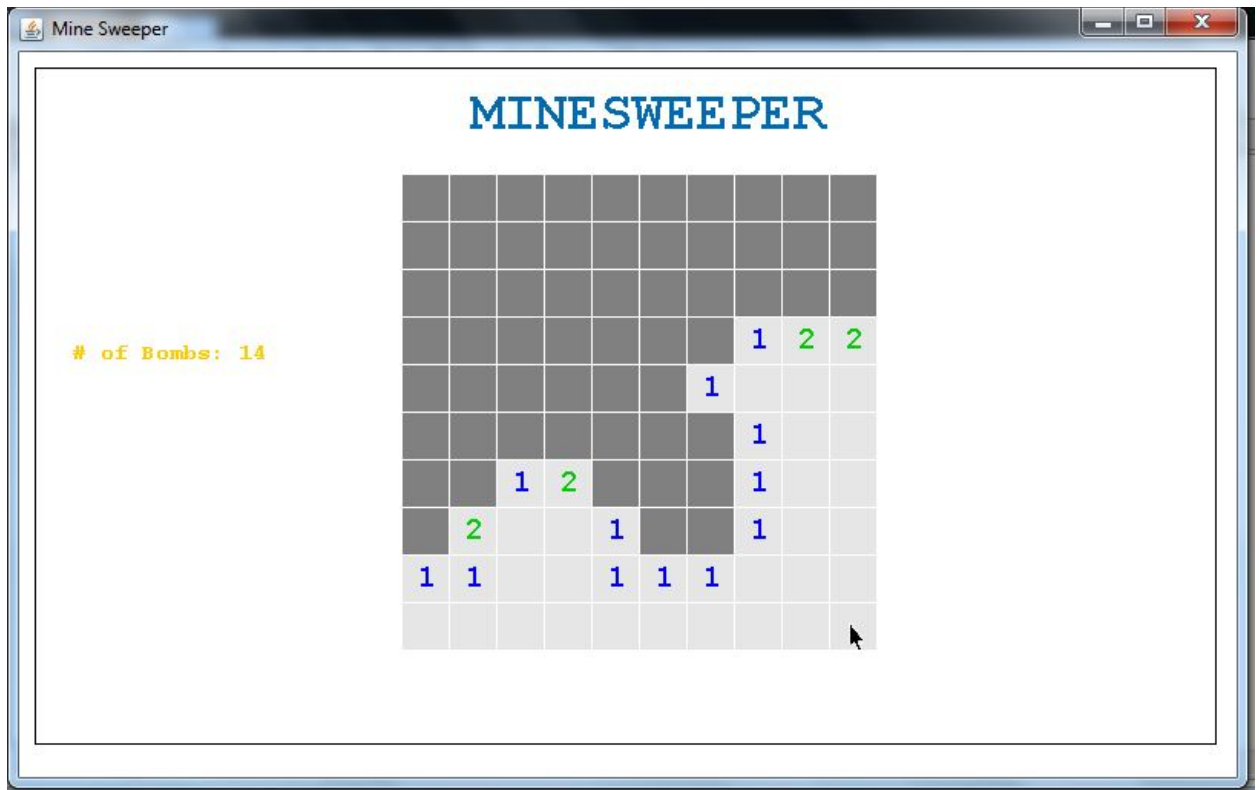
3.
 - a. Continue clicking on squares within the grid.



4.

- a. If you click on a square with a bomb under it, you lose; the bomb is revealed, and the square turns red. The words "Game Over" appear, and the button "Play Again?" also appears. Clicking the "Play Again?" button provides the user with a chance to play the game again.

Sample Run #2



1.