```
spawn /anaconda3/bin/python uvic_minesweeper.py
  | 0 1 2 3 4 5 6 7
  -------------------
0 | . . . . . . . .
1 | . . . . . . . .
2 | . . . . . . . .
3 | . . . . . . . .
4 | . . . . . . . .
5 | . . . . . . . .
6 | . . . . . . . .
7 | . . . . . . . .
```

As in the first test sample, this assumes the random-number generator is seeded with the value of 200.

```
Select a cell. Row value (a digit between 0 and 7): 0
Select a cell. Column value (a digit between 0 and 7): 0
  | 0 1 2 3 4 5 6 7
  -------------------
0 |       . . . . . .
1 |       . . . . . .
2 | . . . . . . . .
3 | . . . . . . . .
4 | . . . . . . . .
5 | . . . . . . . .
6 | . . . . . . . .
7 | . . . . . . . .
```

```
Select a cell. Row value (a digit between 0 and 7): 7
Select a cell. Column value (a digit between 0 and 7): 1
  | 0 1 2 3 4 5 6 7
  -------------------
0 |       . . . . . .
1 |     . M M . . . .
2 | . . . . . . . .
3 | . M . M . . . .
4 | . . . M . . . M
5 | . . . . . . . .
6 | . . . . M . . .
7 | . M M . . . . M
```

Oops. Bad luck. It seems there was a mine at grid cell 7, 1. So we end the game by printing out all of the mine locations shown (and with a suitably downcast message printed to the user).

```
Kaboom! Game over.
```