

start  
initialization

get first cell's row  
and column  
start the time

int pos  
int minesNum  
int i=0

If  
 $i < \text{minesNum}$

no

i=0

yes

randomly (pos)

If  
 $\text{pos} \neq \text{towDarr}(\text{row}, \text{col})$

grid[pos]='\*'  
i=i+1

If  
 $i < \text{grid size}$

no

yes

grid[i] =  
minesNumInCell  
DFSarr[i] = 0  
i++

open (row,column)

End

