

CS1083
Assignment 3
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CaveArea

```
import java.util.Scanner;
public class CaveArea{
    public static void main(String[] args){
        Scanner scan = new Scanner(System.in);

        int rows= scan.nextInt();
        int columns = scan.nextInt();

        int [][] cave= new int[rows][columns];

        if (rows!=0 && columns!=0){
            for(int i=0; i<rows; i++) {
                for(int j=0; j<columns; j++) {
                    cave[i][j] = scan.nextInt();
                }
            }
        } // cave created

        //find cave opening
        int locationHole=0;
        boolean hasHole= false;
        for(int i=0; i<columns; i++){
            if (cave[0][i]==0){
                locationHole=i;
                hasHole= true;
            }
        }

        if(hasHole){
            for (int i=1; i<2; i++){
                if (cave[i][locationHole]==0){
                    cave[i][locationHole]=7;
                }
                else{
                    hasHole=false;
                }
            }
        }

        int counter=0;
        while(counter>10){
```

```

        for (int j=1; j<rows;j++){//check after
            for (int i=0; i<columns; i++){
                if ( (cave[j][i]==0 && cave[j][i+1]==7)) {
                    cave[j][i]=7;
                    System.out.print("wtf");
                }
            }
        }

        for (int j=1; j<rows;j++){//check before
            for (int i=locationHole; i<0; i--){
                if ((cave[j][i]==7 &&cave[j][i-1]==0)){
                    cave[j][i-1]=7;
                    System.out.print("wtf2");
                }
            }
        }

        for (int j=1; j<rows-1;j++){//ontop
            for (int i=0; i<columns; i++){
                if ((cave[j][i]==0 &&cave[j-1][i]==7)){
                    cave[j][i]=7;
                    System.out.print("wtf3");
                }
            }
        }
        counter++;
    }
}

```

```

int sevenCounter = 0;
for (int j=1; j<rows;j++){
    for (int i=0; i<columns; i++){
        if (cave[j][i]==7){
            sevenCounter++;
        }
    }
}

```

```

int area= 1 + sevenCounter;
System.out.print("The area is " + area);

```

```

        }//if has hole
    }
    else{
        System.out.print("This cave is too small.");
    }
}

```

```
}  
}
```

Test1

```
C:\Users\kisen\Java2\Asgn3>java CaveArea<Test1.txt  
This cave is too small.
```

Test2

```
C:\Users\kisen\Java2\Asgn3>java CaveArea<Test2.txt  
This cave is too small.
```

Test3

```
C:\Users\kisen\Java2\Asgn3>java CaveArea<Test3.txt  
The area is 1
```

Test4

```
C:\Users\kisen\Java2\Asgn3>java CaveArea<Test4.txt  
The area is 2
```

Test5

```
C:\Users\kisen\Java2\Asgn3>java CaveArea<Test5.txt  
The area is 2
```

I was working on other classes but was unable to complete it.