Treasure Hunt

Purpose

To test the ability to work with a 2 dimensional array.

Directions

PART A (Due by end of first lab session)

You have received a treasure map. You need to give the ground team coordinates to start digging.

Create a **minimum** of the following method stub, fill in the `javadoc` block tags, and implement the method's behavior per the method description:

```
/**
* Prints the row and column of the '+' sign given a 2D character array
* @param
*/
public static void getCoordinates(char[][] map){

}
```

In your `main` method, create a 2D character array of the "treasure map". Each value in the array will be either a plus sign (`+`) or a minus sign (`-`). There will be only one plus sign in the array. Pass the 2D array to the `getCoordinates` method and have it print the row & column ("coordinates") where the `+` sign was found.

Be prepared to have your program tested with other treasure maps, not just the example one below!

PART B

Create a **minimum** of the following method stub, fill in the `javadoc` block tags, and implement the method's behavior per the method description:

```
/**
* Removes the '+' sign from the 2D character array
* @param
*/
public static void digTreasue(char[][] map){

}
```

Additionally, modify your `getCoordinates` method to print a message if the '+' can't be found.

In your `main` method, call `digTresasure` and then call `getCoordinates` again to check your error message.

Examples

Given treasure map:

Plain Text

```
- - - - - - - - - - -
- - - - - - + - - - -
- - - - - - - - - - -
- - - - - - - - - - -
- - - - - - - - - - -
- - - - - - - - - - -
- - - - - - - - - - -
- - - - - - - - - - -
- - - - - - - - - - -
- - - - - - - - - - -
```

2D Char Array

```
    {
        {'-', '-', '-', '-', '-', '-', '-', '-', '-', '-'},
        {'-', '-', '-', '-', '-', '-', '+', '-', '-', '-'},
        {'-', '-', '-', '-', '-', '-', '-', '-', '-', '-'},
        {'-', '-', '-', '-', '-', '-', '-', '-', '-', '-'},
        {'-', '-', '-', '-', '-', '-', '-', '-', '-', '-'},
        {'-', '-', '-', '-', '-', '-', '-', '-', '-', '-'},
        {'-', '-', '-', '-', '-', '-', '-', '-', '-', '-'},
        {'-', '-', '-', '-', '-', '-', '-', '-', '-', '-'},
        {'-', '-', '-', '-', '-', '-', '-', '-', '-', '-'},
        {'-', '-', '-', '-', '-', '-', '-', '-', '-', '-'}
    };
```

Program would output:

```
Start digging in row 1, column 6
Digging treasure in row 1, column 6...
The treasure is gone!
```