

RECURSION: GRID COUNTER

Lab Description : Create a grid of random values. Pass in an array of values and randomly load the values into the grid. Use `math.random()`.

Search the grid to see how many of a certain value are blocked together. Any group of values touching up, down, left, or right is considered a block. Return the largest block found for the specified value.

Sample Output :

```
E A I U I A O E I I E E
I A A U E U I O E I I I
U E O O E I A I I I E I
E A O I I O U O E U A E
I O I E I E A A I U U E
O I E A U A I A U I E O
O O U O U U A O A A O I
U U U O O U A O U A A U
U O I E O A O E A E U E
U E A U E O U U I E E O
U U I I E E A I O I E A
A U O E I U O E U U E E
```

```
A count == 4
E count == 6
I count == 9
```

```
7 8 X 2 2 8
2 2 Y 7 8 7
7 Z 8 Y Y Y
Z 8 2 8 7 8
8 Y Y Z Z Z
Y X X 2 X 8
7 2 X 8 Z 7
Y 7 Z 8 Y X
X 2 X Z Z Y
2 2 2 Y 2 7
2 7 8 Y Y Z
```

```
X count == 3
2 count == 5
Z count == 3
```

Files Needed ::

```
Grid.java
GridRunner.j
ava
grid.dat
```