

BACK

Minesweeper



DESCRIPTION

SOLUTIONS 10413

COMMENTS 66



CODEWRITING

SCORE: 300/300

In the popular **Minesweeper** game you have a board with some mines and those cells that don't contain a mine have a number in it that indicates the total number of mines in the neighboring cells. Starting off with some arrangement of mines we want to create a **Minesweeper** game setup.

Example

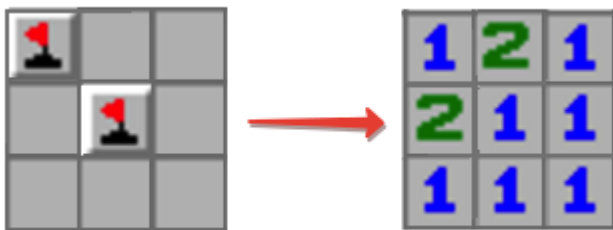
For

```
matrix = [[true, false, false],  
          [false, true, false],  
          [false, false, false]]
```

the output should be

```
minesweeper(matrix) = [[1, 2, 1],  
                       [2, 1, 1],  
                       [1, 1, 1]]
```

Check out the image below for better understanding:



Input/Output

- [execution time limit] 4 seconds (js)
- [input] array.array.boolean matrix

A non-empty rectangular matrix consisting of boolean values - `true` if the corresponding cell contains a mine, `false` otherwise.

Guaranteed constraints:

