BACK   Minesweeper   🔶 **168,654**   ⌄

DESCRIPTION	MY SOLUTIONS	LEADERBOARD	COMMENTS	README		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.
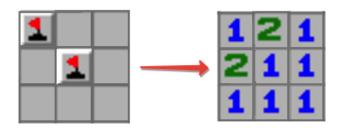
Example

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:
  `2 ≤ matrix.length ≤ 5` ,
  `2 ≤ matrix[0].length ≤ 5` .

- **[output] array.array.integer**

  Rectangular matrix of the same size as `matrix` each cell of which contains an integer equal to the number of mines in the neighboring cells. Two cells are called neighboring if they share at least one corner.

[JavaScript (ES6)] Syntax Tips

```
// Prints help message to the console
// Returns a string
function helloWorld(name) {
    console.log("This prints to the console when you Run Tests");
    return "Hello, " + name;
}
```

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