Build a set of (JUnit) unit tests to test your Minesweeper solution.  Do whatever your team deems necessary to modify your official solution so that it is (easily) unit testable.

Include edge case tests as follows:

* 1 x 1, no mine
* 1 x 1, 1 mine
* 1 x 100, no mines
* 1 x 100, all mines
* 1 x 100, 50% mines
* 100 x 1, no mines
* 100 x 1, all mines
* 100 x 1, 50% mines
* 100 x 100, no mines
* 100 x 100, all mines
* 100 x 100, 50% mines
* 4 other tests of your choice
  + I am adding:
    - 50 x 50, no mines
    - 50 x 50, all mines
    - 50 x 50, 50% mines
    - 7 X 7, 50% mines

Be sure and label each unit test method so it specifically describes what is being tested (e.g. test100x100\_50PercentMines).  There should be separate test methods for each test you create.

It is assumed you will use Eclipse for this assignment.  IntelliJ is also acceptable. If you solved things in C#, Visual Studio of some form is acceptable.  Be sure and specify what IDE your team used as part of your submission.

Regarding the testing process, you can hard code values into your test methods, you can read from files that contain test data, whatever your team thinks works best is fine.

Turn in a zip file with your solution folder based on the IDE you used.  Also include a README.txt file that contains your team member names along with what IDE you used.