| 4 | 8 | 1 | | 3 | 2 | 5 | 7 |
|---|---|---|---|--------|---|---|---|
| 3 | | 7 | 2 | 1 | 6 | 5 | 4 |
| 3 | 3 | 4 | 8 | 2 | 8 | 6 | 1 |
| 4 | | 6 | 5 | 7 | 7 | 3 | 5 |
| 7 | 2 | 3 | 1 | 7 8 | 5 | 1 | 2 |
| 3 | 5 | 6 | 7 | 3 | 1 | 8 | 4 |
| 6 | 4 | 2 | 3 | 5 | 4 | 7 | 8 |
| Ω | 7 | 1 | 4 | 2 | 3 | 5 | 6 |

队列

reset

说明:初始状态

| 4 | 8 | 1 | | 3 | 2 | 5 | 7 |
|---|---|---|---|--------|---|---|---|
| 3 | | 7 | 2 | 1 | 6 | 5 | 4 |
| 2 | 3 | 4 | 8 | 2 | 8 | 6 | 1 |
| 4 | | 6 | 5 | 7 | 7 | 3 | 5 |
| 7 | 2 | 3 | 1 | 7 8 | 5 | 1 | 2 |
| 3 | 5 | 6 | 7 | 3 | 1 | 8 | 4 |
| 6 | 4 | 2 | 3 | 5 | 4 | 7 | 8 |
| 8 | 7 | 1 | 4 | 2 | 3 | 5 | 6 |

队列 4

reset

说明: 左上角4入队

| / | | | | | | | | |
|---|---|----------|---|---|---|---|---|---|
| | | ∞ | 1 | | 3 | 2 | 5 | 7 |
| | 3 | | 7 | 2 | 1 | 6 | 5 | 4 |
| | 2 | 3 | 4 | | 2 | 8 | 6 | 1 |
| | 4 | | 6 | 5 | 7 | 7 | 3 | 5 |
| | 7 | 2 | 3 | | _ | 5 | _ | 2 |
| | 3 | 5 | 6 | 7 | 3 | 1 | 8 | 4 |
| | 6 | 4 | 2 | 3 | 5 | 4 | 7 | 8 |
| | 8 | 7 | 1 | 4 | 2 | 3 | 5 | 6 |

队列

8 3

reset

说明: 4出队, 置黑, 4附近白块83入队

| | | 1 | | 3 | 2 | | 7 |
|---|---|---|---|---|---|---|---|
| 3 | | 7 | 2 | 1 | 6 | 5 | 4 |
| 2 | 3 | 4 | | 2 | | 6 | 1 |
| 4 | | 6 | 5 | 7 | 7 | 3 | 5 |
| 7 | 2 | 3 | 1 | 8 | 5 | 1 | 2 |
| 3 | 5 | 6 | 7 | 3 | 1 | 8 | 4 |
| 6 | | 2 | | | 4 | | |
| 8 | 7 | 1 | 4 | 2 | 3 | 5 | 6 |

two continue black cells!

reset

8 31

说明:8出队,置黑,8附近白块1入队

| | | 1 | | 3 | 2 | 5 | 7 |
|--------|---|---|--------|---|---|---|-------------|
| | | 7 | 2 | 1 | 6 | 5 | 4 |
| 2 | 3 | 4 | 8 5 | 2 | 8 | 6 | 1 |
| 4 7 | | 6 | 5 | 7 | 7 | 3 | 1 5 2 |
| 7 | 2 | 3 | 1 | 8 | 5 | 1 | 2 |
| 3 | 5 | 6 | 7 | | 1 | 8 | 4 |
| 6 | 4 | 2 | 3 | 5 | 4 | 7 | 8 |
| 8 | 7 | 1 | 4 | 2 | 3 | 5 | 6 |

two continue black cells!

reset

| 队列 |
|-----|
| 1 2 |

说明: 3出队, 置黑, 3附近白块2入队

自己按照这个方式去推,

1、如果单连通,最终所有数字都会被置黑



two continue black cells!

reset

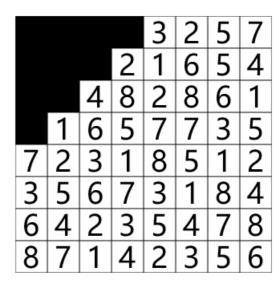
2、如果不单连通,有数字不会变黑

| 4 | 8 | 1 | | 3 | 2 | 5 | 7 |
|---|---|---|---|---|---|---|---|
| 3 | 6 | | 2 | 1 | 6 | 5 | 4 |
| 2 | | 4 | 8 | 2 | 8 | 6 | 1 |
| | 1 | 6 | 5 | 7 | 7 | 3 | 5 |
| 7 | 2 | 3 | 1 | 8 | 5 | 1 | 2 |
| 3 | 5 | 6 | | 3 | 1 | 8 | 4 |
| 6 | 4 | 2 | 3 | 5 | 4 | 7 | 8 |
| 8 | 7 | 1 | 4 | 2 | 3 | 5 | 6 |

white cell isn't in one component

reset

开始状态



two continue black cells!

reset

结束状态