

Cradle of Bytes - Round 2

- *This round consists of two programming challenges and you have got 1 hour to solve.*

1) The goal of minesweeper game is to find where all the mines are located within a 4×4 field. The game shows a number in a square which tells you how many mines there are adjacent to that square. Each square has at most eight adjacent squares. The 4×4 field on the left contains two mines, each represented by a "*" character. If we represent the same field by the hint numbers described above, we end up with the field on the right:

Sample Input:	Output:
*...	*100
....	2210
.*..	1*10
....	1110

Write a program that prints hint numbers if field state is given.

2) Given a 3 x 3 board description containing 'X', 'O' and '.' characters (where '.' represents an empty square), describing the current state of a game, determine the status of the Tic-Tac-Toe game going on. The statuses to choose from are:

"X won" (the game is over, and X won)

"O won" (the game is over, and O won)

"Draw" (the game is over, and it ended in a draw)

"Game has not completed" (the game is not over yet)

Sample Input:

XOX

XXO

OXO

Output:

Draw

XOX

OX.

...

Game has not completed