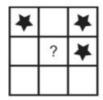
Actividad 4

Partway through tracing a Minesweeper algorithm



	1	2	3	4	5	6	7	8
square	*		*	*				

let mines = 0
let n = 1
start loop
if square, has a mine
then mines = mines + 1
n = n + 1
loop again if n < 8

mines	n
Ø	X
X	Z
2	8
3	K
	8
	6

```
\begin{aligned} \text{let mines} &= 0 \\ \text{let } n &= 1 \\ \text{start loop} \\ &\quad &\quad & \text{If square}_n \text{ has a mine} \\ &\quad &\quad & \text{Then mines} &= \text{mines} + 1 \\ &\quad &\quad & \text{Else mines} &= \text{mines} + 0 \\ n &= n + 1 \\ &\quad &\quad &\quad & \text{Loop again if } n < 10 \end{aligned}
```

Mines	N
0	1
1	2
1	3
2	4
3	5
3	6
3	7
3	8
3	9