

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_n has a mine
 then mines = mines + 1
 n = n + 1
loop again if n < 8

mines	n
0	1
1	2
2	3
3	4
	5
	6

let mines = 0
let n = 1
start loop
 If square_n has a mine
 Then mines = mines + 1
 Else mines = mines + 0
n = n + 1
Loop again if n < 10

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

