Minesweeper

1. Member

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1. List of functions in this demo

- MainGame.BeginGameProcess.UI()

- MainGame.BeginGameProcess.Reset()

- MainGame.BeginGameProcess.RandomBomb()

- MainGame.BeginGameProcess.B\_Click()

1. Demo

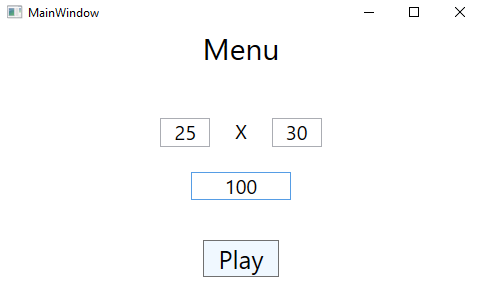


Figure Prepare window of Game

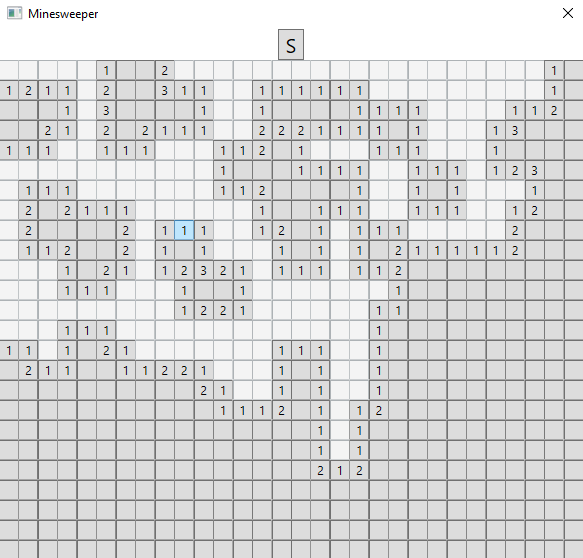


Figure Main window of Game

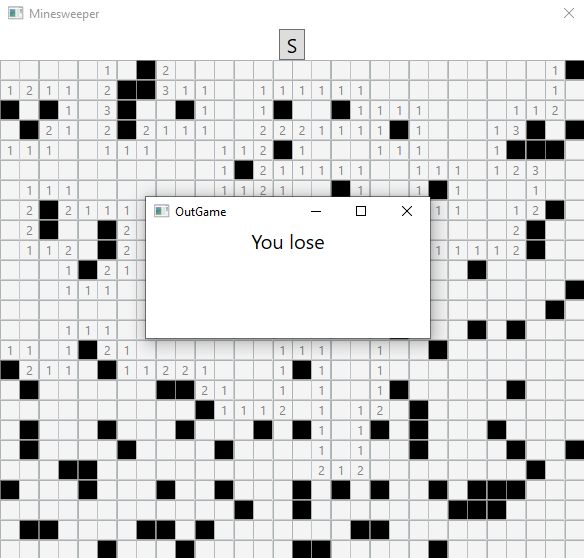


Figure Lose window

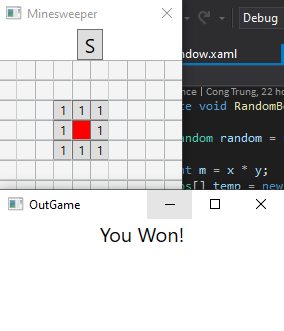


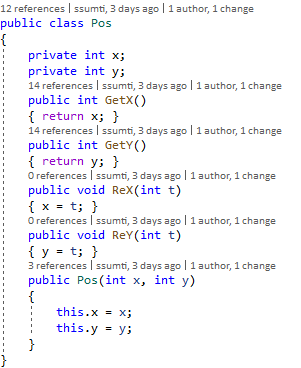
Figure Win window

1. The design
   1. Algorithms

- BFS to spread an empty cell.

* 1. Data Structure

- class Pos: save the position of a cell.



- class Queues: to implement the BFS algorithms.

A picture containing graphical user interface

Description automatically generated