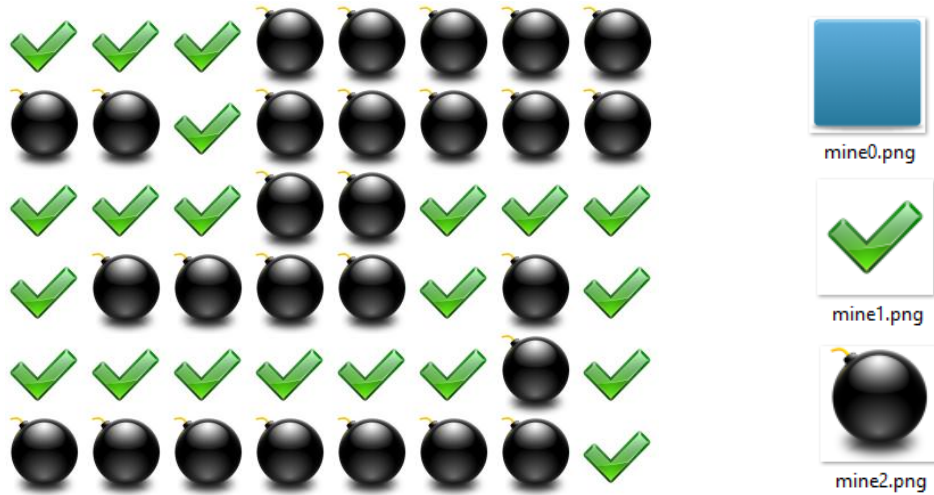


Minesweeper

Set up an array with a path through the minefield. There should only be only valid line through the minefield and everything else should be a mine.



When you play, you chart a path through the minefield. If you hit a mine, you need to start over.



Finally, in the actionPerformed, there is a TO DO comment. You need to fix the winning co-ordinates to match your game.

Starter code:

```
import javax.swing.*; import java.applet.*; import java.awt.event.*; import java.awt.*;
public class Minesweeper extends Applet implements ActionListener {
    int mine[] [] = ?
    int rows = 6;
    int cols = 8;
    JButton pics[] = new JButton [rows * cols];
    public void init () {

        Panel grid = new Panel (new GridLayout (rows, cols));
        int m = 0;
        for (int i = 0 ; i < rows ; i++) {
            for (int j = 0 ; j < cols ; j++){
                pics [m] = new JButton (createImageIcon ("mine0.png"));
                pics [m].setPreferredSize (new Dimension (72, 72));
                pics[m].addActionListener(this);
                pics[m].setActionCommand(m+"");
                grid.add (pics [m]);
                m++;
            }
        }
        add (grid);
    }
}
```

```

}
int prevX=-1;
int prevY=0;
boolean dead=false;
public void show(int n, int x, int y) {
    pics[n].setIcon (createImageIcon ("mine"+mine[x][y]+".png"));
    if (mine[x][y]==2)
        dead=true;
    prevX=x;
    prevY=y;
}
public void actionPerformed (ActionEvent e)
{
    int n = Integer.parseInt(e.getActionCommand());
    int x = n/cols;
    int y = n%cols;
    if(dead==true) {
        for (int i = 0 ; i < rows*cols ; i++)
            pics [i].setIcon (createImageIcon ("mine0.png"));
        dead=false;
        prevX=-1;
        prevY=0;
    }
    else if(x-1==prevX && y==prevY)
        show(n,x,y);
    else if(x+1==prevX && y==prevY)
        show(n,x,y);
    else if(x==prevX && y-1==prevY)
        show(n,x,y);
    else if(x==prevX && y+1==prevY)
        show(n,x,y);
    else
        JOptionPane.showMessageDialog (null, "You can't go there.", "Not on your path", JOptionPane.ERROR_MESSAGE);

    //TO DO: Add a winning message.
    if(x==2 && y==2)
        JOptionPane.showMessageDialog (null, "You Win!", "Hooray", JOptionPane.INFORMATION_MESSAGE);
}
protected static ImageIcon createImageIcon (String path) {
    java.net.URL imgURL = Minesweeper.class.getResource (path);
    if (imgURL != null)
        return new ImageIcon (imgURL);
    else
        return null;
}
}
}

```