

Adding Mines

```
public void addMines (int amt) {  
    for (int i=0; i<amt; i++) { ← loop to add that many mines  
        pick a random row & col to place mine  
        int x = (int) (Math.random() * row);  
        int y = (int) (Math.random() * col);  
        if it is already occupied, pick again  
        while (field[x][y] != 0) {  
            x = (int) (Math.random() * row);  
            y = (int) (Math.random() * col);  
        }  
        place the mine  
        field[x][y] = 10; ← 10 will be for a mine.  
    }  
}
```

Then, inside the bottom of onCreate:

```
addMines (10);
```

↑ will add 10 mines to the grid.