

```
public void neighbours () {
```

```
for (int x=0; x<row; x++) {  
    for (int y=0; y<col; y++) {
```

```
        if (field[x][y] != 10) {
```

if x, y is not a mine, count # of neighbours

```
            int count = 0;
```

```
            if (x-1 >= 0 && y-1 >= 0 && field[x-1][y-1] == 10) {
```

x boundary check y boundary check check

```
                count++;
```

← if it's got a mine, add a neighbour

```
            if (x-1 >= 0 && field[x-1][y] == 10) {  
                count++;
```

→ and so on for all 8 neighbours.

remember x+1 would have a boundary check of [x+1 < row]

```
            field[x][y] = count;
```

← save the count in the spot

```
        }  
    }  
}
```

Call in the bottom of onCreate  
neighbours();