

Open

10	1	0	0	1	1
1	1	0	0	1	10
0	0	0	0	1	1
1	2	1	0	0	0
10	10	1	0	0	0
1	2	1	0	0	0

open if it is a 0
in all directions (recursively)

base case - first layer of
numbers attached to a 0.

```
public void open (int x, int y) {
```

```
    if it isn't a 0, no need to do any more.  
    if (field[x][y] != 0) base case! return!  
    return;
```

```
    if (edge guard (x-1 >= 0 || check if neighbour == 0 y-1 >= 0) || show[x-1][y-1] == 0) {
```

```
        show[x-1][y-1] = 1; show that up too!
```

```
        if (field[x-1][y-1] == 0) then if it is  
                                a 0 as well..
```

```
        open(x-1, y-1); recursively open  
                        all of its neighbours.
```

```
    }
```

```
    add in the ifs (not else ifs) for  
    all other directions
```

```
}
```

~~if~~

To call in gridButton Click:

```
if (!flag)  
    open(x, y);
```

place is noted
in Flag Button
note