


Re-write the Redraw Method


```
public void redraw ()
{
    int m = 0;
    for (int i = 0 ; i < row ; i++)
    {
        for (int j = 0 ; j < col ; j++)
        {
            if (show [i] [j] == 0 && flags [i] [j] == 0)
                a [m].setIcon (createImageIcon ("cover.jpg"));
            else if (show [i] [j] == 1 && flags [i] [j] == 0)
                a [m].setIcon (createImageIcon (b [i] [j] + ".jpg"));
            else if (show [i] [j] == 1 && flags [i] [j] == 1)
                a [m].setIcon (createImageIcon ("flag.jpg"));
            m++;
        }
    }
}
```



When done: Make
sure your code
runs.

Add a Reveal


```
public void reveal ()
{
    int m = 0;
    for (int i = 0 ; i < row ; i++)
    {
        for (int j = 0 ; j < col ; j++)
        {
            a [m].setIcon (createImageIcon (b [i] [j] + ".jpg"));
            m++;
        }
    }
}
```



When done: Make
sure your code
runs.

Add Mines

```
public void addMines (int amt)
{
    for (int i = 0 ; i < amt ; i++)
    {
        int x = (int) (Math.random () * row);
        int y = (int) (Math.random () * col);
        while (b [x] [y] != 0)
        {
            x = (int) (Math.random () * row);
            y = (int) (Math.random () * col);
        }
        b [x] [y] = 10;
    }
}
```



When done: Make
sure your code
runs.

Temporary Add for Testing

```
//TO DO: Fill this comment in  
else if (e.getActionCommand ().equals ("reset"))  
{  
    addMines (10);  
    reveal ();  
}
```

Test your code to make sure that it works. Run it multiple times.

