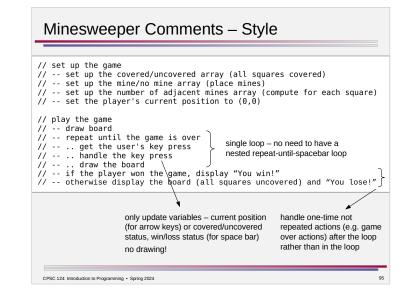
Minesweeper Comments – Points

- the display of the current marker shouldn't obscure the display of an uncovered square
- two decisions/ifs: decide on background color (current, uncovered, covered), then decide on showing mines count (uncovered or not)
 - one decision/if, three alternatives: current, uncovered, covered
- should have three arrays: covered/uncovered, mine/no mine, count of adjacent mines
 - functionally correct but inefficient to count adjacent mines every time a square is drawn
- naming
 - different language is used for position in a 2D array vs in the drawing window – row, column for the 2D array and x, y for coordinates
 - variable names should reflect that and it is especially confusing to use x, y in reference to arrays
- should have (only) row, column for current position

Minesweeper Comments – Style and Efficiency

- handling edges when counting adjacent mines
 - structure the cases around the neighbors rather than the square itself – "if the neighbor exists and has a mine, count it" rather "if the current position is on the edge"
- maintain a count of the number of squares uncovered rather than checking the board every time to determine if there are any covered non-mines left
- remove debugging output before handin



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