
Minesweeper game board; This output was written using 2 FOR loops and
2 counters for the 2 dimensions of the game

```
0 1 0 0 1 0
1 0 0 0 0 1
0 0 0 1 1 0
0 1 0 0 0 0
1 1 0 0 1 1
0 0 0 1 0 0
```

```
fin.open("mine2.dat");
cout << "-----\n";
cout << "Minesweeper game board; This output was written using 2 FOR loops and \n";
cout << "2 counters for the 2 dimensions of the game\n\n" << endl;
for (i = 0; i<size; i++)
{
    cout << "\t\t";
    for (j = 0; j<size; j++)
    {
        fin >> mine[i][j];
        cout << mine[i][j] << " ";
    }cout << endl;
}
fin.close();
cin.get(pause);
```

Three dimensional Minesweeper; now submarines can be included.

This output was written using adding a third FOR loop and third counter for the 3 dimensions of the game

Level 0

```

      0 0 0 0 0 0 1
     0 0 0 0 1 0 0
    0 0 0 0 0 0 0
   1 0 0 0 0 0 0
  0 0 0 0 0 0 1
 0 0 0 0 1 0 0

```

Level 1

```

      0 0 0 1 0 0 0
     0 0 0 0 0 0 1
    0 0 0 1 0 0 0
   1 0 0 0 0 0 0
  1 0 0 0 0 0 1
 0 0 0 0 0 0 0

```

Level 2

```

      0 0 0 0 1 0 0
     0 0 0 1 0 0 1
    0 0 0 0 0 0 0
   0 0 1 0 0 0 0
  0 0 0 1 0 0 0
 1 0 0 0 0 0 0

```

```

cout << "-----\n";
cout << " Three dimensional Minesweeper; now submarines can be included.\n\n" << endl;
cout << " This output was written using adding a third FOR loop and third counter \n";
cout << " for the 3 dimensions of the game\n\n" << endl;

```

```

fin3.open("mine3.dat");
for (k = 0; k<3; k++)
{
    indent = 6;
    cout << "\nLevel " << k << endl << endl;
    for (i = 0; i<6; i++)
    {
        for (l = 0; l<indent; l++)
            cout << " ";
        for (j = 0; j<6; j++)
        {
            fin3 >> mine3d[k][i][j];
            cout << mine3d[k][i][j] << " ";
        }cout << endl;
        indent--;
    }
}
fin3.close();

```

Maze

```
1 1 1 1 1 1
1 0 0 0 1 1
1 1 0 1 0 0
1 1 0 0 0 1
1 1 0 1 1 1
1 1 0 1 1 1
```

```
//-----
cout << "-----\n";
cout << "Maze\n\n" << endl;

fin.open("maze.dat");
for (i = 0; i<size; i++)
{
    cout << "\t\t";
    for (j = 0; j<size; j++)
    {
        fin >> mine[i][j];
        cout << mine[i][j] << " ";
    }cout << endl;
}
fin.close();
cin.get(pause);
```

0

Red found at 0 3 4

1

Yel found at 1 3 4

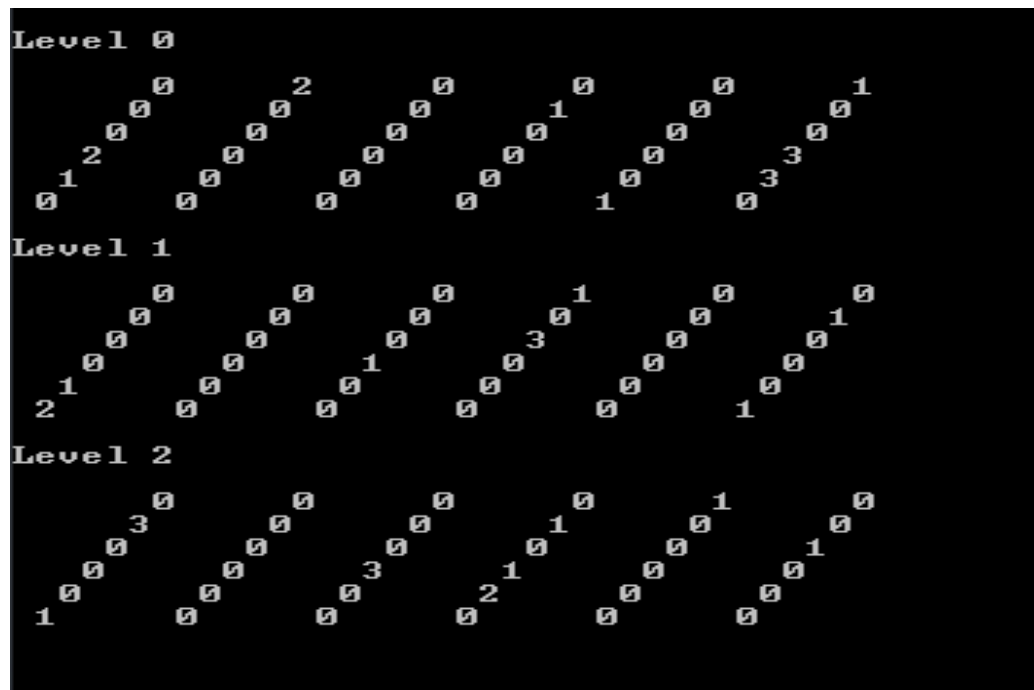
2

Red found at 2 3 0

Red found at 2 3 4

```
fin3.open("solararray.dat");
for (k = 0; k<3; k++)
{
    indent = 6;
    cout << "\n " << k << endl << endl;
    for (i = 0; i<6; i++)
    {
        for (l = 0; l<indent; l++)
            cout << " ";
        for (j = 0; j<6; j++)
        {
            fin3 >> r >> g >> b;
            if ((r == 0) && (g == 0) && (b == 0))
                cout << " ";
            else if ((r == 255) && (g == 0) && (b == 0))
                cout << " Red found at " << k << " " << i << " " << j;
            else if ((r == 255) && (g == 255) && (b == 0))
                cout << " Yel found at " << k << " " << i << " " << j;

        }cout << endl;
        indent--;
    }
}
fin3.close();
```



```

fin3.open("RPS.dat");
for (k = 0; k<3; k++)
{
    indent = 6;
    cout << "\nLevel " << k << endl << endl;
    for (i = 0; i<6; i++)
    {
        for (l = 0; l<indent; l++)
            cout << " ";
        for (j = 0; j<6; j++)
        {
            fin3 >> mine3d[k][i][j];
            cout << mine3d[k][i][j] << " ";
        }
        cout << endl;
        indent--;
    }
}
fin3.close();
cin.get(pause);

```

Page 0

D o g
w i l l
b a r k
. < b >

Page 1

C a t
w i l l
m e o w
< / b >

Page 2

P i g
w i l l
o i n
k .

```
//-----  
fin3.open("book.dat");  
cout << "-----  
  
|   for (k = 0; k<3; k++)  
|   {  
  
|       cout << "\n      Page " << k << endl << endl;  
|       for (i = 0; i<4; i++)  
|       {  
|           cout << "          ";  
|           for (j = 0; j<4; j++)  
|           {  
//               fin3 >> book[k][i][j];  
|               book[k][i][j]=fin3.get();  
|               cout << book[k][i][j] << " ";  
|           }  
|           cout << endl;  
|       }  
  
|   }  
  
|   }  
|   fin3.close();  
|   cin.get(pause);
```