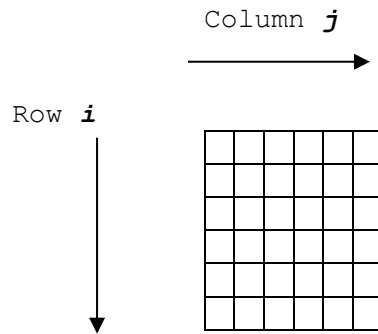


Minesweeper



Minesweeper for surface ships only!

```
using namespace std;
#include <iostream>
#include <fstream>
```

```
int main ()
```

```
{ int i,j, mine[6][6];
  ifstream fin;
  fin.open("mine2.dat");
```

```
  for (i=0;i<6;i++)
  {
```

The counter i references the current row.

```
    for (j=0;j<6;j++)
```

The counter j references the current column.

```
    { fin >> mine[i][j];
      cout << mine[i][j] << " ";
    }
```

```
    cout << endl;
```

```
  }
```

```
  fin.close();
  cin >> i;
  return 0;
```

```
}
```

```
/* Data file as stored in mine2.dat
```

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

This is the information which will be read in to the minesweeper array.

```
*/
```

```
using namespace std;
#include <iostream>
#include <fstream>
```

```
int main ()
```

```
{ int i,j,k, mine[3][6][6];
  ifstream fin;
  fin.open("mine3.dat");
```

```
  for (k=0;k<3;k++)
  {
```

```
    for (i=0;i<6;i++)
```

```
      {for (j=0;j<6;j++)
```

```
        { fin >> mine[k][i][j];
```

```
          cout << mine[k][i][j] << "    ";
```

```
        }cout << endl;
```

```
      }
```

```
    }
```

```
    fin.close();
```

```
    cin >>i;
```

```
    return 0;
```

```
}
```

```
/* Data file as stored in mine3.dat
```

```

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

```

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

```

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

```
*/
```

Minesweeper which includes submarines!
(3rd dimension of depth included)

For each dimension, another loop and counter is added.

The counter *k* references the current depth.

The counter *i* references the current row.

The counter *j* references the current column.