For this lab assignment, work in pairs.

Objective: Extend the features of MineSweeper.

Instructions:

Add the following features to the MineSweeper game available in the course web page.

1. When the user makes a right-click on a button, that cell shall be “flagged”. Either display a flag icon, or simply display the letter “F” on the button.
2. If the number of flagged cells is equal to the number of mines, pop up a message saying “You’re a genius.” and end the game.
3. If the user right-clicks on a flagged cell, the flag should be removed. Once a button is clicked, clicking it again should have no effect.
4. When the user opens a “0” cell (i.e. a cell with no surrounding neighbors) open up all the neighbors as well.