

```
package game;
import java.util.ArrayList;
import java.util.Collections;
import java.util.List;
import yops.*;
```

```
/**
 * What's wrong with this picture???
 *
 * This obscure class breaks almost every style rule in the book.
 * See if you can figure out what it does.
 * @author kjg
 */
```

```
public class Program {
    public Entry[][] b = new Entry[9][12];

    public Program() {
        for (int x = 0; x < 9; x++)
            for (int y = 0; y < 12; y++)
                b[x][y] = new Entry(x,y);
        List<Entry> list = new ArrayList<Entry>(108);
        for (int x = 0; x < 9; x++)
            for (int y = 0; y < 12; y++)
                list.add(b[x][y]);
        Collections.shuffle(list);
        for (int n = 0; n < 12; n++) list.get(n).value = -1;
        for (int x = 0; x < 9; x++)
            for (int y = 0; y < 12; y++) {
                for (int i = -1; i <= 1; i++)
                    for (int j = -1; j <= 1; j++)
                        if (x+i >= 0 && x+i < 9 && y+j >= 0 && y+j < 12)
                            if (b[x+i][y+j].value == -1 == true)
                                count++;
                b[x][y].value = count;
            }
        }

    public void mousePressed(GraphicsPanel gp, int x, int y) {
        touch(x/40,y/40);
    }

    public void keyPressed(char key) {
        System.out.println(key);
    }

    void touch(int x, int y) {
        if (!b[x][y].touched == true) {
            b[x][y].touch();
            if (b[x][y].value == -1)
                for (int c = 0; c < 9; c++)
                    for (int r = 0; r < 12; r++)
                        b[c][r].touch();
            else if (b[x][y].value == 0) {
                touchMore(x-1,y-1);
                touchMore(x-1,y);
                touchMore(x-1,y+1);
            }
        }
    }
}
```

```
        touchMore(x,y-1);
        touchMore(x,y+1);
        touchMore(x+1,y-1);
        touchMore(x+1,y);
        touchMore(x+1,y+1);
    }
}
```

```
private void touchMore(int x, int y) {
    if (x >= 0 && x < 9 && y >= 0 && y < 12) touch(x, y);
}
```

```
public String toString() {
    return "Hmm";
}
```

```
public static void main(String[] args) {
    YOPS yops = new YOPS(360, 480);
    Entry.setGraphicsPanel(yops.getGraphicsPanel(0));
    yops.setTool(new Program());
}
```

```
}
```