After you add ONE new direction, Test it. Test each time.

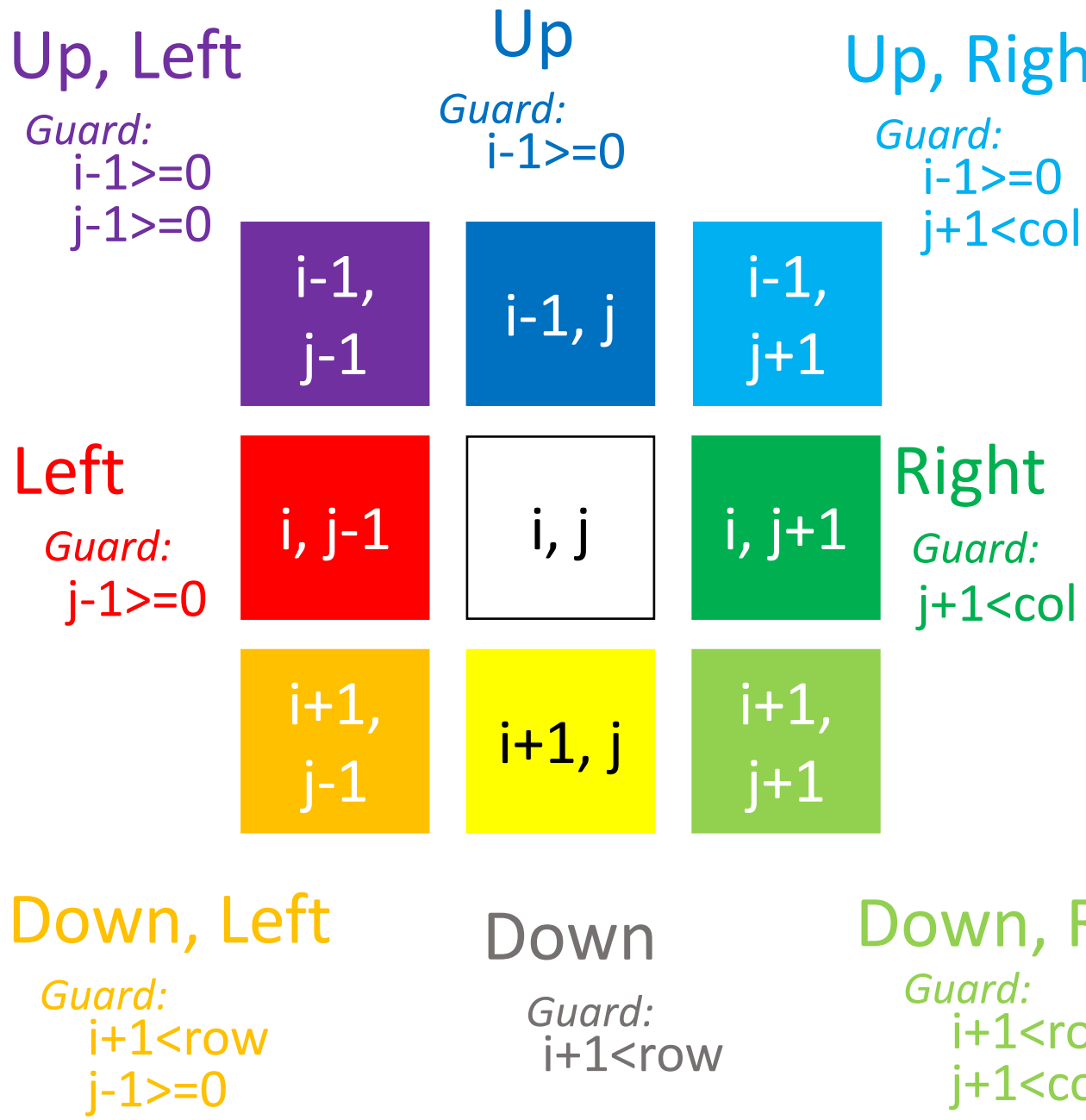
Save before you test.

This is recursive, so it crashes a lot

Cautionary notes about the Open Method

```
public void open(int i, int j) {
  if (b[i][j] != 0)
     return;
  if (i-1 >= 0 && j-1 >= 0 && show[i-1][j-1] == 0){
     show[i - 1][j - 1] = 1;
     if (b[i - 1][j - 1] == 0)
        open(i - 1, j - 1);
  }
  if (i-1 >= 0 && show[i - 1][j] == 0) {
     show[i - 1][j] = 1;
     if (b[i - 1][j] == 0)
        open(i - 1, j);
  }
  //etc for all 8 neighbours
}
```

Open Method




```
public void open(int i, int j) {
   if (b[i][j] != 0)
      return;
   if (i-1 >= 0 && j-1 >= 0 && show[i-1][j-1] == 0){
      show[i - 1][j - 1] = 1;
      if (b[i - 1][j - 1] == 0)
         open(i - 1, j - 1);
   }
   if (i-1 >= 0 && show[i - 1][j] == 0) {
      show[i - 1][j] = 1;
      if (b[i - 1][j] == 0)
         open(i - 1, j);
   }
   //etc for all 8 neighbours
}
```

Call the Open Method in the last else of the ActionPerformed

```
//TO DO: Fill this comment in
else
{
    int n = Integer.parseInt (e.getActionCommand ());
    int i = n / col;
    int j = n % col;
    open (i, j);
    show [i] [j] = 1;
}
```