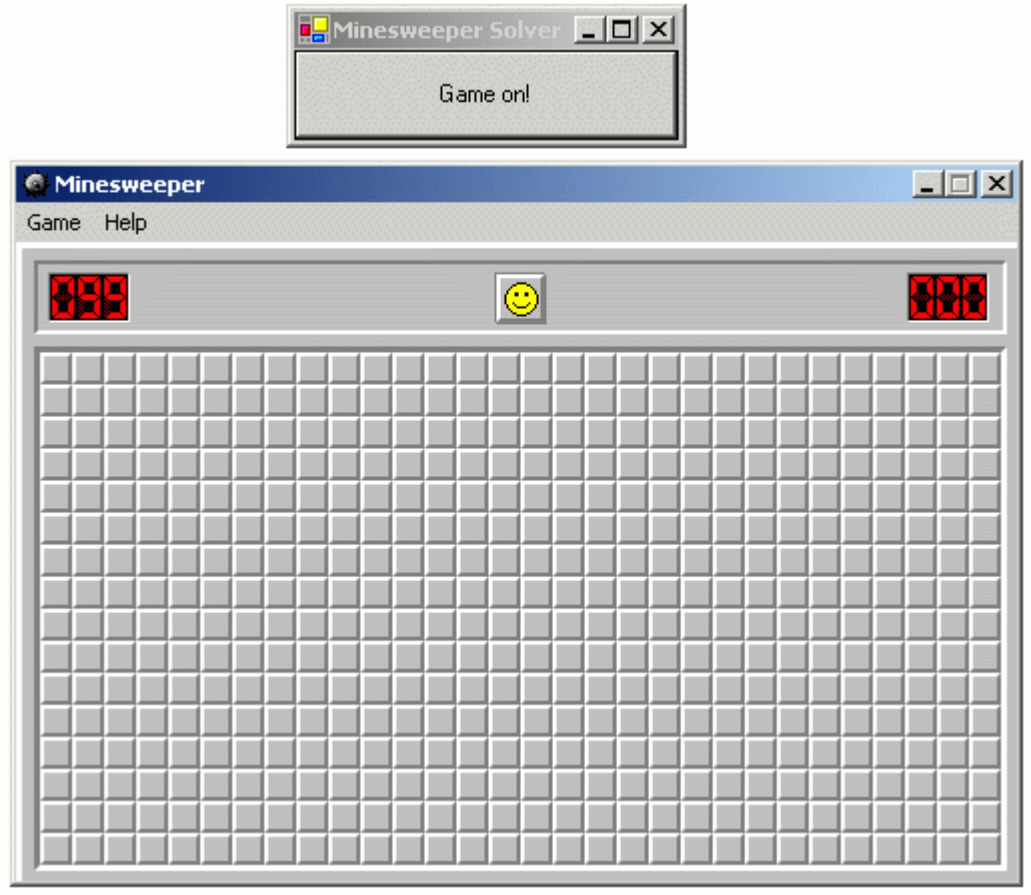
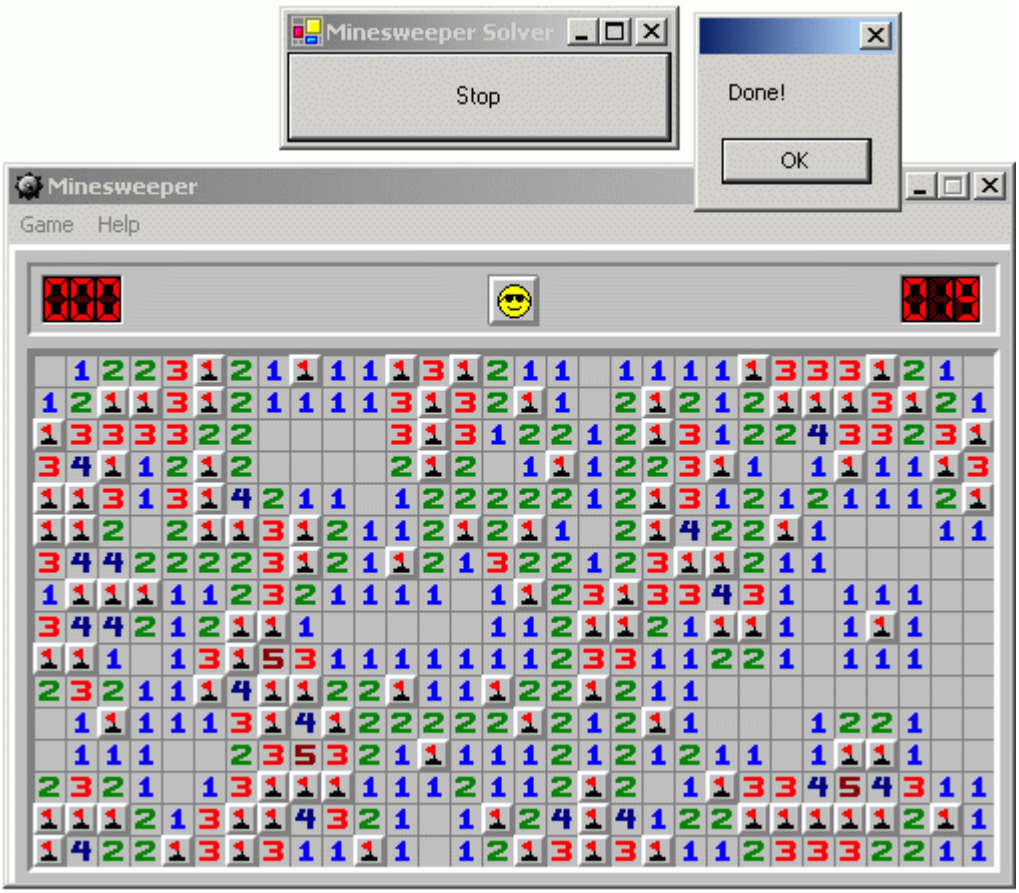
# *Minesweeper Solver*

Application window with huge and complicated userinterface

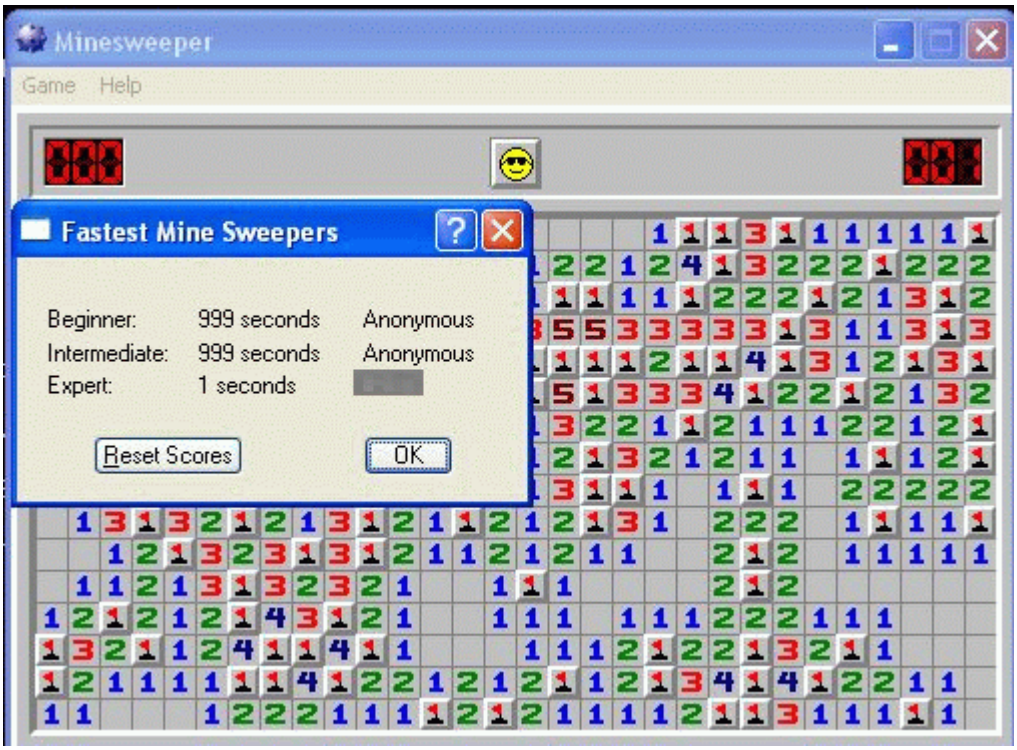
Minesweeper solver was developed when I was bored. I was in school (winter 2004) and I didn't have anything to do. So I launched minesweeper and spent 20 seconds playing it before I was bored for that too. BUT it did give we an idea of minesweeper solver. It's really simple program since it has only one button in its userinterface.
Here is situation right after solver has been launched:




And here is the board after user has pressed for "Game on!" and waited until solver has solved the game (it took half an hour for me this time).




One of my friends tested solver and played around with task manager and priorities... and result was expert-level game solved in 1 second!




Minesweeper binary can be downloaded from here:
MinesweeperSolver.zip (you'll need still .NET Framework 1.1)

**NOTE: In order to run Minesweeper solver properly you need to have 32-bit colors in you windows. You can check it by right clicking on the desktop-**

**>Properties->Settings: Colors.**

If you're really really really interested about source then you can ask me to send it to you. I won't put the source in here since it's quality is poor... at least not yet. But maybe if I'll read it again and decide to put it in here.

Idea of solver:
1. Start minesweeper
2. Grab window handle of minesweeper
3. Take a snapshot of the window to image
4. "Read" image to array using size of single box and colors in pieces
5. If sure shot can be found, then use it and go to 3.
6. No sure shot so take a random shot to free piece on board and go to 3.

And loop that until game is over (automatically restart game) or when game is solved.

Solver has been developed with C# and Visual Studio 2003.

Happy hacking!