Project 2 - Milestone 3/Final Submission
Recursive White Space

To help you practice Recursion you will be extending the Minesweeper game you created in the first two milestones of the second project.

Most of your project should be the same as what was required for your second milestone: you should read in the dimensions of your minesweeper board from the user using text boxes in a window. Then create the minesweeper board in a dynamically sizing window appropriate for the dimensions requested. Your minesweeper game should be playable according to the rules of minesweeper and recognize win/loss states.

The change in this milestone is that when the user clicks on an empty space all of the other empty spaces around that space should be revealed (see below) along with the numbers that boarder the empty space, just like in the original minesweeper game. Finding and revealing these adjacent empty spaces should be done **recursively, no points will be given if this is done iteratively** (iteratively meaning not recursively).

Don't forget to add comments.You should work **alone** on this assignment and only use the inbuilt methods listed in this document for non GUI specific operations (all your new coding logic)

Rubric

8 point - Recursively reveal white space
2 points - The rest of the program works correctly, as in milestone 2

-6 points - Code Does Not Compile
-3 points - Insufficient Comments
-2 point - One letter or unhelpful variable names