CSCI-101 Programming 1
Lab 9, Part c - Week of October 31
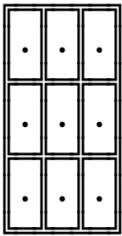
INSTRUCTIONS

Log onto cs.bridgewater.edu.
In your labs directory create a file named **Lab9c.java** and **GameBoard.java**.

Copy my GameBoard.java file into your **GameBoard.java** file.

In **Lab9c.java** create an instance of the **GameBoard** class and print the board to the screen using the **printBoard** method.

Use the Unicode box drawing characters to modify the **printBoard** method so that it prints a game board that looks like the screenshot shown below.