

Client

The client interface displays a Minesweeper game with a 10x10 grid. The top bar includes a 'Done' button, 'New Game', and 'Leaderboard' options. A timer shows 00:00:24. The grid contains numbers and flags, indicating discovered cells and hidden mines.

Generated on request

AJAX request
JSON response

Third-party frameworks

jQuery write less, do more.
Modernizr

Database

UserID	GamesPlayed	GamesWon	DateStart
296602	56	5	8/4/2014 2:46:49 PM
458796	10	2	8/5/2014 2:46:49 PM
456987	15	1	8/6/2014 2:46:49 PM

Stored Procedures

Server

Client-side (front-end)

- * .aspx special HTML
`<asp:Button value="uk-ua" ID="ukr_button" runat="server" meta:resourcekey="iptUkrainian" />`
- * .css Cascade Style Sheet
- * .js Java Script
`$('#body').html($('#errorLabel').html());`

[WebMethod]

Manipulation

Server-side (back-end)

Game Logic

- * .cs C#
`result.Add(new Change(x, y, field[y][x]));`
- Localization Support
- * .resx Resource
- Database Support
- * .db SQL Stored Procedure
`CREATE PROCEDURE [dbo].[addNickNameID] @userID int = -1, @nickName text = "error" AS INSERT INTO NickNameID(UserID, UserNickName) Values (@userID, @nickName)`
- * .sql
- * .dbml
- Cookie
- Session
- C#
`HttpContext.Current.Response.SetCookie(cookieLang);
HttpContext.Current.Session["placesDiscovered"] = 0;`