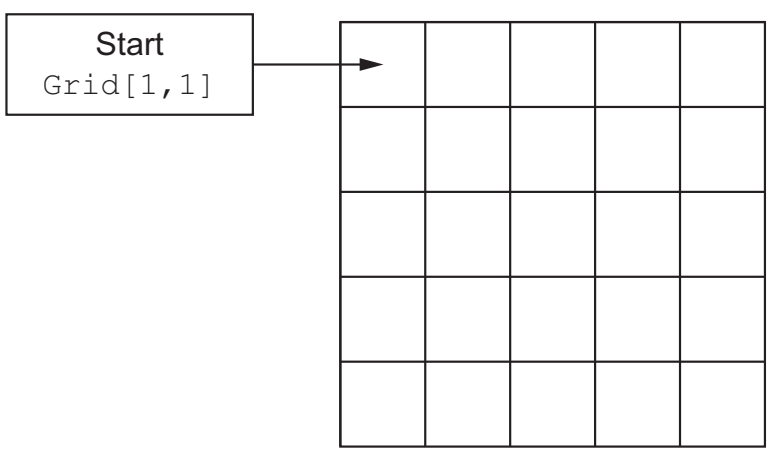
11 A one-player game uses the two-dimensional (2D) array `Grid[]` to store the location of a secret cell to be found by the player in 10 moves. Each row and column has 5 cells.



At the start of the game:

- The program places an 'X' in a random cell (**not** in `Grid[1,1]`) and empties all the other cells in the grid.
- The player starts at the top left of the grid.
- The player has 10 moves.

During the game:

- The player can move left, right, up or down by one cell and the move must be within the grid.
- "You Win" is displayed if the player moves to the cell with 'X' and has played 10 moves or less.
- "You Lose" is displayed if the player has made 10 moves without finding the 'X'.

Write a program that meets these requirements.

You must use pseudocode or program code **and** add comments to explain how your code works.

You do **not** need to declare any arrays or variables; you may assume that this has already been done.

All inputs and outputs must contain suitable messages.