TokimonFinder -numToki: int -numFoki: int -cheatMode: boolean -numSpells: int -tokisCollected: int -x: int -y: int -choice: String +userControls(cheatGrid:cheatGrid, userGrid:userGrid): void +foundOrLost(): void userGrid cheatGrid -NROWS: final int -NROWS: final int -NCOLSL: final int -NCOLS: final int +temp: ArrayList<String> +grid: ArrayList<String> +displayGrid(): void +userGrid(): void +displayCheatGrid(): void +cheatGrid(): void