Main

_____

+ minesweeper :Minesweeper

Minesweeper

_____-_____

- grid: Tile[][]
- size: int
- dug: int
- maxMines: int
- startTime: long
- endTime: long
- safeTileFactory: TileFactory
- mineTileFactory: TileFactory
- instance: Minesweeper

_____

- Minesweeper(int size, int maxMines)
+ getInstance(int size, int maxMines): Minesweeper
- startTimer():void
- stopTimer():void
+ gameOver():void
- gameWon():void
- neighbourMines(int row, int col): int
+ dig(int row, int col): boolean