3.1 Representation: How did you represent the board in your program, and how did you represent the information/ knowledge that clue cells reveal?

In our code, we represent the board by the instance generated by the class, Board. In the Board, there is a private parameter \_\_board, which is an two dimensional array of integers, size of which is d x d. \_\_board contain information of the board. The certain number, mineID, in the cell(i,j) of \_\_board means that there is a mine in that location. However, other numbers all mean that there is nothing.

In addition, because \_\_board is a private parameter for Board, other classes, like BasicAgent, cannot use it. But these Agent classes can use the method, TraversalTheCell(i,j) to know the clue of the cell(i,j). If there is a mine, this method will tell. If there is no mines, this method will show the number of mines surrounding that cell(i,j). Furthermore, all Agent classes have their own two dimensional array , named “visited”, to record the clue and also the information of whether this cell is selected before or not.