```java
public class Trap {
      private Cell currentCell;
      private int timeRemain;
      private boolean active;

      public Trap(Grid g, Cell cell) {
            currentCell = cell;
            active = true;
            timeRemain = 10;
      }

      public int getTime() {
            return timeRemain;
      }

      public boolean getState() {
            return active;
      }

      public void decTime() {
            timeRemain -= 1;
      }

      public void deactivate() {
            active = false;
      }

      public void setCell(Cell c) {
            currentCell = c;
      }

      public Cell getCell() {
            return currentCell;
      }
}
```