```java
1
2 public class Trap {
3     private Cell currentCell;
4     private int timeRemain;
5     private boolean active;
6
7     public Trap(Grid g, Cell cell) {
8         currentCell = cell;
9         active = true;
10        timeRemain = 10;
11    }
12
13    public int getTime() {
14        return timeRemain;
15    }
16
17    public boolean getState() {
18        return active;
19    }
20
21    public void decTime() {
22        timeRemain -= 1;
23    }
24
25    public void deactivate() {
26        active = false;
27    }
28
29    public void setCell(Cell c) {
30        currentCell = c;
31    }
32
33    public Cell getCell() {
34        return currentCell;
35    }
36 }
37
```