

<b>Method level Mappings</b>		
<b>Cell Class</b>		
<b>Refactored Method</b>	<b>Original Method</b>	<b>Description</b>
reveal()	onClick()	Reveals a cell
toggle_flag()	onRightClick()	Toggles flag state
<b>GameModel Class</b>		
<b>Refactored Method</b>	<b>Original Method</b>	<b>Description</b>
initialize_board()	setup()	Creates game board
_calculate_adjacent_mines()	getNeighbors() calculation	Counts adjacent mines
get_neighbors()	getNeighbors()	Gets neighboring cells
reveal_cell()	onClick()	Handles cell revelation
reveal_empty_cells()	clearSurroundingTiles()	Reveals empty cells
toggle_flag()	onRightClick()	Handles flag toggling
check_win_condition()	gameOver() win check	Checks for win condition
reset_game()	restart()	Resets game state
<b>GUIView Class</b>		
<b>Refactored Method</b>	<b>Original Method</b>	<b>Description</b>
setup_board()	setup() UI part	Creates GUI board
update_cell()	onClick()/onRightClick() UI updates	Updates cell display
display_game_over()	gameOver()	Shows game over screen
update_timer()	updateTimer()	Updates game timer
update_flags_label()	refreshLabels()	Updates flag counter
<b>TextView Class</b>		
<b>Refactored Method</b>	<b>Original Method</b>	<b>Description</b>
display_board()	setup() board display	Shows text board
run()	mainloop()	Runs game loop

update_cell()	onClick()/onRightClick() updates	Updates cell display
display_game_over()	gameOver()	Shows game over message
<b>GameController Class</b>		
<b>Refactored Method</b>	<b>Original Method</b>	<b>Description</b>
reveal_cell()	onClick() control	Handles cell revelation
toggle_flag()	onRightClick() control	Handles flag toggling
restart_game()	restart()	Restarts game
run()	main()	Runs game