

BoardView

- controller: Controller
- jfr: JFrame
- contentPane: Container
- spielfeld: JPanel
- anzeige: JPanel
- minesLeftLabel: JLabel
- minesLeftField: JTextField
- left: JPanel
- center: JPanel
- pointsCollectedLabel: JLabel
- pointsCollectedField: JTextField
- right: JPanel
- spielfeldButtons: JButton[][]
- board_width: int
- board_height: int

- + BoardView()
- + initGUI(): void
- + getWidth(): int
- + getHeight(): int
- + initAnzeige(int, int): void
- + initSpielfeld(): void
- + setButtonEnabled(int, int): void
- + setFlag(int, int): void
- + deleteFlag(int, int): void
- + setPoints(int, int, int): void