MSGrid

Matrix<MSField> fields

instance creation
withGameProperties

initialization:
- initialize

actions:
- placeBombs

private:
draw

MSGame

MSGameWindow gameWindow
MSGrid grid
MSGameProperties gameProps
Timer timer

initialization:
- initialize

actions:
- start
- restart

MSGameWindow

Button start
Button restart

initialization:
- initialize

private:
- onClickStartButton
- onClickRestartButton
- draw

MSField

bool covered
bool marked

initialization:
- initialize

private:
- drawCovered
- onRightClick
- onLeftClick

MSBombField

initialization:
- initialize

private:
- drawUncovered
- onLeftClick

MSZeroField

initialization:
- initialize

private:
- drawUncovered
- onLeftClick

MSNumberField

Int surroundingMines

initialization:
- initialize

private:
- drawUncovered
- onLeftClick

MSGameProperties

Int size
Int bombCount

MSEasyGameProperties

Int size
Int bombCount

MSModerateGameProperties

Int size
Int bombCount

MSHardGameProperties

Int size
Int bombCount