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package main;

public class Setting {

    public int across, down, bombCount;
    public boolean flag;
    /**
     * Default Constructor
     */
    public Setting() {
        across = 15;
        down = 15;
        bombCount = 30;
        flag = false;
    }

    /**
     * Defined constructor
     */
    public Setting(int localAcross, int localDown, int localBomb) {
        across = localAcross;
        down = localDown;
        if (localBomb < 5) {
            localBomb = 5;
        }
        bombCount = localBomb;
    }

    /**
     * @return the across
     */
    public int getAcross() {
        return across;
    }

    /**
     * @return the down
     */
    public int getDown() {
        return down;
    }

    /**
     * @param across the across to set
     */
    public void setAcross(int across) {
        this.across = across;
    }

    /**
     * @param down the down to set
     */

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    public void setDown(int down) {
        this.down = down;
    }

    /**
     * @return the bombcount
     */
    public int getBombCount() {
        return bombCount;
    }

    /**
     * @param bombcount the bombcount to set
     */
    public void setBombCount(int bombcount) {
        this.bombCount = bombcount;
    }

    /**
     * @return the flag
     */
    public boolean isFlag() {
        return flag;
    }

    /**
     * @param flag the flag to set
     */
    public void setFlag(boolean flag) {
        this.flag = flag;
    }
}

```