

Cell		Board
<ul style="list-style-type: none"> • Hold Cell Information • Holds Bomb Information • Contains Row and Column 		<ul style="list-style-type: none"> • Board

Board		Game Cell
<ul style="list-style-type: none"> • Create Cells • Manage Cells 		<ul style="list-style-type: none"> • Game • Cell

Game		MineSweeperMain Board, Cell
<ul style="list-style-type: none"> • Initialize the Board • Run the game 		<ul style="list-style-type: none"> • Cell • Board • MineSweeperMain

MineSweeperMain		Game,Board,Cell
<ul style="list-style-type: none"> • sets up the JavaFX application • creates the instances of MineSweeperView, MineSweeperController, and Game • resetGame 		<ul style="list-style-type: none"> • Game • MineSweeperView • MineSweeperController

MineSweeperView		
<ul style="list-style-type: none"> • handles all components that will be visible to the user • styles all components 		<ul style="list-style-type: none"> • MineSweeperMain • MineSweeperController

MineSweeperController

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| <ul style="list-style-type: none">• handles all Bindings• handles all game Events | <ul style="list-style-type: none">• MineSweeperMain• MineSweeperView |
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GameTimer

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| <ul style="list-style-type: none">• holds the time that it has taken for the user to complete the game | <ul style="list-style-type: none">• MineSweeperView |
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Difficulty Enum

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| <ul style="list-style-type: none">• holds the information for the different difficulties of the game | <ul style="list-style-type: none">• MineSweeperMain |
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