```
М
                               Game
-board : Board
<constructor>> +Game(board : Board)
+play(): void
+executeMove(move : String, xCoordinate : int, yCoordinate : int) : void
-askXCoordinate(): int
-askYCoordinate(): int
-askMove(): String
                                 Board
-squares : Square[][]
-numberOfMines : int
-exploded : boolean
<constructor>> +Board(width : int, height : int, percentage : int)
<<constructor>> +Board(mines : int, squares : Square[][])
-calculateNumberOfMines(width : int, height : int, percentage : double) : void
-putMines(): void
-checkCoordinates(x:int, y:int):void
+getNumberOfMines(): int
-setNumberOfMines(mines : int) : void
-putValues(): void
+hasExploded(): boolean
+stepOn(x:int, y:int):void
+flag(x:int, y:int):void
+unflag(x:int, y:int):void
+unveil(): void
+getNumberOfFlagsLeft():int
+getState(): char[][]
+printBoard(): void
#getSquares() : Square[][]
+getNumberOfRows(): int
+getNumberOfColumns(): int
```







