Field #FIELD\_SIZE : int #MINES : int #MINES: int

#SAFE\_AREA:int
+field: int
#input: int
#zeros: List<Integer>
#showSafe: List<Integer> +setField(int[] field)
+setShowSafe (List<Integer> showSafe)
+setZeros(List<Integer> zeros)
+setInput(int input)
+printField()
+printInIndex(List<Integer>index)
+field(int num) :int[]
+iSup(list<Li[List<Integer> list, int index) :boolean
+mining() : (List<Integer>
+clearAreas(): (List<Integer> Play - input : int -random :Random -surround : int[] +safeNumbers :List<Integer> +mines :List<Integer> -safeZeros :List<Integer> -mines:List<Integer>
-firstShow:List<Integer>
-FIELD\_SIZE :int
-field : int[]
- numberMines:int - random: Random - safeZeros : List<Integer> surround : List<Integer> +setInput (char column, int row) : boolean +getInput() +field()
+isDuplicate (int index):boolean
+render()
print()
isMine(int index):boolean
action(int act, int index):boolean
isWin ():boolean + indsnow () +getIndex (List<Integer> show) :(List<Integer> +allSurrounded(List<Integer> mines) : boolean + numbering(List<Integer> mines):(List<Integer: + isAllowed(int index, int diff) :boolean Main