Field
#FIELD\_SIZE: int
#MINES: int
#MNES: int
#SAFE\_AREA:int
+field: int
#input: int
#input: int
#seros: List<Integer>
#showSafe: List<Integer>
#showSafe: List<Integer>
#showSafe: List<Integer>

+setTeros(List<Integer> zeros)
+setTeros(List<Integer> zeros)
+setTeros(List<Integer> integer)
+printField()
+printInIndex(List<Integer> integer)
+field(int num): int[]
+ isDuplicate(List<Integer> list, int index): boolean
+mining(): (List<Integer>
+clearAreas(): (List<Integer>

- random: Random
- safeZeros: List<Integer>

surround: List<Integer>

play
-input: int
+setInput (char column, int row): boolran
+getInput()

Main

-mines:List<Integer>
-firstShow:List<Integer>
- firstShow:List<Integer>
- FIELD\_SIZE :int
-field : int[]
- numberMines:int

+field()
+isDuplicate (int index):boolean
+render()
print()
isMine(int index):boolean
action(int act, int index):boolean
isWin ():boolean