

RF#.	Class	Metodo
1	Buscaminas	" + mostrarTab
2	Buscaminas	" + darPerdido(): boolean
3	Buscaminas	" + resolve
4	Buscaminas	" + abrirCasilla(in
5	Buscaminas	" + darPista

ddos
olero(): String"
n" "+ gano(): boolean"
er(): void"
t , int): boolean"
a(): String"