Board 2 erows: int toprid-surface input Houndler fait 210st 1 + mine-count int + board + FIVSTCIICK boolean tai-mode: bol + game over evictory: bool + player-name + reveal - cell + best time seconds: I'nt + handle-event (event) + bost time - holder :int +start. hine + elapsed-time +set-player-name (name) + flag. count taraw (seveen) AT + add_mines (safe_ve) + board tincort-mines (safe-rc) + difficulty: 9tr Trevealmines + make move + ceasy - wove + compute adjacent furctory check t- medium-move 4 start - timer. t- have - move tupdate-timer + stop-timev Input Handler: added reveal-cell to handle not just the user input 100 but AI's turn as well AT: This class was added - row : int 4 col. +nt Board: Added AI model checks if + row size : int + colsize : int AI is playing) and playername, + (ellstate: int (0,1,2,3) best-time-seconds, best-time-indder, +15(11(kad: 600) start. time, elapsed-time, start-timer, + is Flagged: bool + adj Mines: int -poddic-timer, stop-timer used to show nighest score and timer. f draw (Grid Surface) (ell: no changes made + reveal (grid)