## Player

-name : string

+Player(string) +~Player()

+getName(): string

## Cell

-mine : bool-covered : bool-flagged : bool-neighbors : int

+Cell()

+~CeĬl()

+setMine() : void +setMine(bool) : void

+isMine(): bool +toggleCovered(): void

+setCovered(bool) : void +isCovered() : bool

+toggleFlagged() : void +setFlagged() : void

+isFlagged(): bool

+incrementNeighbors() : void +setNeighbors(int) : void +getNeighbors() : int **Board** 

-width : int -height : int

-board : Cell[width][height]

+Board(int, int, int)

+~Board()

+getWidth(): int +getHeight(): int +flag(): void +uncover(): void

-updateNeighbors(int, int) : void -uncoverZeros(int, int) : void