Game

Attributes:
- grid : [Cell]

Methods:
- reset() : create a new instance of grid.
- drawGrid() : display the game GUI based on the grid attribute, and add event listeners to each cell.
- exposeCell(int cell) : event listener for a particular cell. If the LEFT mouse button is pressed, the cell's expose() function is called and the cell is exposed. return void
- sealCell(int cell) : event listener for a particular cell. If the RIGHT mouse button is pressed and the cell is sealable, then the cell's seal() function is called and the cell is sealed.
  If the cell is already sealed, then the cell's unseal() function is called. return void
- winGame() : if no unexposed and unmined cells and no unsealed and mined cells remian, the user wins the game. Display winner dialog.
- loseGame() : if user exposes a mine, he/she loses. Display loser dialog.

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Grid

Attributes:
- width : Integer
- height : Integer
- numberMines : Integer
- grid : [Cell]

Methods:
- Grid() : constructor, creates a new arrayList for grid based on height, width, and numberMines attributes.
- distributeMines(int Mines) : mark random cells in the grid as mined. return void
- findAdjacentCells(int position) : find the adjacent cells and increment their adjacentMines values. return void

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Cell

Attributes:
- mined : Boolean
- sealed : Boolean
- exposed : Boolean
- adjacentMines : Integer--

Methods:
- Cell() : Constructor, mark each new cell as unmined, unsealed, and unexposed.
- expose() : mark unexposed and unsealed cells as exposed. return void
- seal() : mark unexposed and unsealed cell as sealed. return void
- unseal() : mark sealed cell as unsealed. return void