

Grid

Attributes:

- width : Integer
- height : Integer
- numberMines : Integer
- grid [] : arrayList<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



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