

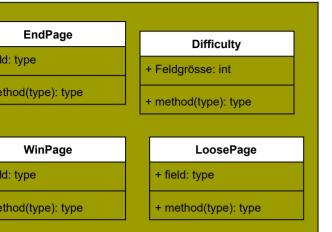
+ fie

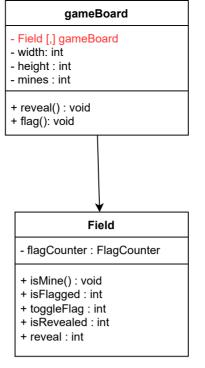
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Not in use







+ getWidth() : void + getHeight() : void + getMines() : void

