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Part 3a

1. mouseReleased
2. MineSweeperGUI and MineCell are used to implement MineSweeper. MineSweeperGUI creates the visual graphic user interface for the player to see the game. MineCell is used to tell if a cell has been mined, how many of its neighbors have been mined, and if a cell has been visited.
3. MineSweeperGUI implements the MouseListener methods.
4. Expose slowly creates a delay between each expose. You can change the animation speed by changing the private variable DELAY.
5. The actionPerformed method is an abstract inner class used to reset the game.

Part 3c

The algorithms are different because BFS (breadth first search) moves from the inside out, revealing what is closest to what has already been revealed. DFS (depth first search), on the other hand, works to find the edges first and then comes back in. It moves outward to find where the 0's stop, then moves back to fill in all the 0's inside.