

```
<< Java Class >>
```

Board

```
- board : cell [][ ]
- rows : int
- cols : int
- neighbours : list < cell >
- allUnvisitedNeighbours : list < cell >
- stack : stack < cell >
```

```
+ Board (int rows, int cols) :
+ addNeighbours (cell n, int height, int width) : void
+ chooseRandomCell (cell n) : cell
+ Display () : void
+ getBoard () : cell [][ ]
+ getCell (int x, int y) : cell
+ getCols () : int
+ getNeighboursCell (cell n) : list < cell >
+ getRows () : int
+ hasUnvisitedNeighbour (cell n) : boolean
```

```
<< Java Class >>
Boardmain
```

```
main (String []): void
```

```
<< Java Class >>
```

Cell

```
# x : int
# y : int
# visited : boolean
+ walls : Map < Direction, Boolean >
```

```
- cell (int x, int y) :
- getWall (Direction key) : boolean
- getX () : int
- getY () : int
- isFree-a-closed-cell () : boolean
- isVisited () : boolean
- removeWall (cell next) : void
- setWall (Direction key, boolean value) : void
- setVisited (boolean bool) : void
- toString () : String
```

```
<< enum >>
Direction
```

```
+ EST
+ SUB
# coord : int
+ Direction (int coord) :
- getCoord () : int
```