Class Grid

* Contains 2D array of Cell
* Constructor randomly places mines and calculates all the numbers
  + Constructor takes arguments int x, int y for grid size
* printSelf method, calls the print method of each cell, also includes the mine-remaining count

Class Cell

* Contains int status; 0 = not clicked, 1 = clicked, 2 = flagged
* Contains a list of pointers to all adjacent Cells
* (abstract) clicked method
* (abstract) print method

Class Mine inherits from Cell

* clicked method
* print method

Class NumberCell inherits from Cell

* Contains int contents; 0 = blank
* clicked method. For blank cells this must call the appropriate clicked methods of many neighboring cells.
* print method

Main function

* Will initialize timer, call the Grid constructor, handle input, check for win conditions after each move, display won or lost messages with elapsed time