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 enum status: UNCLICKED, CLICKED, or FLAGGED
* Contains a list of pointers to all adjacent Cells. Adjacent Cells must be added to this list by calling add\_adjacent\_cell(Cell\* adj). This function must be called several times for every Cell. Is there a better way to do this?
* flagged() method – this behaves correctly regardless of whether it is called on an unclicked, clicked, or flagged cell.
* (abstract) clicked() method – will behave correctly based on actual cell class
* (abstract) print() method – will behave correctly based on actual cell class

Class Mine inherits from Cell

* clicked() method returns false
* print() method

Class NumberCell inherits from Cell

* Contains int contents; 0 = blank
* May be constructed as NumberCell(), and then the value set with setContents(int value); or it may be constructed and contents set at once with NumberCell(int value). Connie, I don’t know which way you will prefer to do this.
* clicked() method returns true. For blank cells this also calls the appropriate clicked methods of many neighboring cells.
* getContents() method returns the contents of the NumberCell (an int)
* 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