**Minesweeper Project – The Cell and Cell Extensions– Part 1**

**Lab Goal :** This lab was designed to teach you more object oriented programming and how to write a very simple game, using interfaces, abstract classes, and inheritance.

**Lab Description :** Complete the code for the abstract class Cell located in Cell.java. Cell will be extended to make a MineCell class and an EmptyCell class. EmptyCell and MineCell will store color and fill information. EmptyCells and MineCells will be used to keep track of mines in the Grid. Use CellTester.java to test the completed Cell classes.

**Sample Output** ( CellTester.java )

5 5 10 10 false   
10 10 5 5 true

**Files Needed ::**

**Locatable.java**

**Cell.java**

**EmptyCell.java**

**MineCell.java**

**CellTester.java**