

Main
+ main(): void + printBoard(): void

Console
+ chooseCell(): String + chooseAction(): String + confirmAction(): boolean

Flag (Enum)
+ symbol: String

Validator
+ various methods

Board
- board: Cell [][] - boardSize: int
+ fillArrayWithCells(): void + generateBoard(): void + generateMines(): ArrayList <Integer> + placeMines(): int + initliazeCells(): void + revealMines(): void + setNumberOfSurroundingMines: void + revealNumberOfSurroundingMines: void + printBoard(): void - countHowManyMines(): int - selectCell(): Cell - getBoard(): Cell[][] - setBoard(): void

GameEngine
- numOfMineFlagsRemaining: int - numOfActualMinesRemaining: int - mineBoard: Board
+ flagCell: void + uncoverCell(): boolean +hasWon: boolean +getBombFlagCount(): int + uncoverAllCells(): void

Cell
- cellName: String - cellNumber: int - cellNumber: int - hasMine: boolean - display: String - flag: Flag - numberOfSurroundingMines: int - covered: boolean - isTopRow: boolean - isBottomRow: boolean - isLeftColumn: boolean - isRightColumn: boolean - row: int - column: int
+ changeCover(): void + getCovered(): boolean + getDisplay(): String + setDisplay(): void + setFlag(): void + getFlag(): Flag + setNumberOfSurroundingCells(): v + getNumberOfSurroundingCells(): i + setRow(): void + getRow(): int + setColumn(): void + getColumn(): int + setCellNumber(): void + getCellNumber(): int + isHasMine(): boolean + setHasMine(): void + toString(): String