Main

+ main(): void

Console

+ printCell(): String

Flag (Enum)

+ symbol: String

Validator

+ various methods

Board

- board: Cell [][]

- boardSize: int

+ generateBoard(): void

- generateMines(): ArrayList <Integer>

- placeMines(): int

- initliazeCells(): void

+ printBoard(): void

- countHowManyMines(): int

GameEngine

- bombCount

+checkCell: int

+hasWon: boolean

+ uncoverCells()

Cell

- covered: boolean

- display: String

- flag: Flag

- numberOfSurroundingMines: int

- row: int

- column: int

- cellNumber: int

+ changeCover(): void

+ isCovered(): 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

+ toString(): String