

Main
+ field: type
+ chooseBoard(): void
+ printMenu(): void
+ chooseCell(): void
+ chooseAction(): void

Board
- minefieldBoard: Cell [][]
- totalMines
- remainingMines: int
+ generateBoard(): void
- generateMines()
-calculateAdjacentMines()
+checkCell(Cell c): int
+ displayBoard(): void
-haswon(): boolean

Cell
- isCovered: boolean
- flagged: enum
- numberOfMines: int
- row: int
- column: int
- cellNumber: int
+ setFlagged()
+ uncover()