Controller - win: int - lose: int + greeting: void + getChoice: String + main: void

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MineField - size: int - NUM MINES: double - col: int - row: int + letter: String + number: String + s1: Square {64, 144, 225} + s2: Square + s4: Square + s5: Square + s6: Square + s7: Square + mineField: Square[][] + difficulty(char): int + setSquare: void + setTestMines(String): void + getCol(String): int + getRow(String): int + locaToStr(int, int): String + inspect(String): void + flag(String): void + unFlag(String): void + getSize: int + setTestMines(String): void +getMineAround(String): int + setMinePosition: void + lose: boolean + win: boolean + toString: String + getMineAround(String): int

- minePresent: boolean
- squareFlagged: boolean
- squareInspected: boolean
- number: int

+ hasNumber: boolean
+ setNumber(int): void
+ getNumber: int
+ hasMine: boolean
+ plantMine(int, int): void
+ toString: String
+ isFlagged: boolean
+ setFlags(boolean): void
+ isInspected: boolean
+ setInspected(boolean): void

Square