

```

1 package packagel;
2
3 /**
4  * Created by jon on 1/27/14.
5  */
6 public class Cell {
7
8     //instance variables
9     private int mineCount;
10    private boolean isFlagged;
11    private boolean isExposed;
12    private boolean isMine;
13
14    /**
15     * Constructor for cell
16     */
17    public Cell() {
18        this.mineCount = 0;
19        this.isFlagged = false;
20        this.isExposed = false;
21        this.isMine = false;
22    }
23
24    /**
25     * getter for mineCount
26     * @return the count of adjacent mines
27     */
28    public int getMineCount() {
29        return mineCount;
30    }
31
32    /**
33     * setter for mine count
34     * @param mineCount adjacent mines
35     */
36    public void setMineCount(int mineCount) {
37        this.mineCount = mineCount;
38    }
39
40    /**
41     * getter for isFlagged
42     * @return isFlagged
43     */
44    public boolean isFlagged() {
45        return isFlagged;
46    }
47
48    /**
49     * setter for isFlagged
50     * @param isFlagged is it flagged?
51     */
52    public void setFlagged(boolean isFlagged) {
53        this.isFlagged = isFlagged;
54    }
55
56    /**
57     * getter for isExposed
58     * @return isExposed
59     */
60    public boolean isExposed() {
61        return isExposed;
62    }
63
64    /**
65     * setter for isExposed
66     * @param isExposed is it exposed?
67     */

```

```

68     public void setExposed(boolean isExposed) {
69         this.isExposed = isExposed;
70     }
71
72     /**
73      * getter for isMine
74      * @return isMine
75      */
76     public boolean isMine() {
77         return isMine;
78     }
79
80     /**
81      * setter for isMine
82      * @param isMine is it a mine?
83      */
84     public void setMine(boolean isMine) {
85         this.isMine = isMine;
86     }
87 }

```