



MainMenu

 $// < editor-fold\ default state = "collapsed"\ desc = "Generated\ Code" > // GEN-BEGIN: in it Components\ void\ in it Components\ ()$

javax.swing.JComboBox<String> column_count

javax.swing.JLabel jLabel1

javax.swing.JLabel jLabel2 javax.swing.JLabel jLabel3 javax.swing.JLabel jLabel4

javax.swing.JPanel jPanel1

avax.swing.JLabel main_title

javax.swing.JButton play_button

avax.swing.JSeparator jSeparator1

javax.swing.JButton load_game_button

javax.swing.JTextField mine_count_input

javax.swing.JLabel mine_count_range_label

avax.swing.JComboBox<String> row_count

javax.swing.JComboBox<String> search_algorithm

void row_countActionPerformed(java.awt.event.ActionEvent evt)

void play_buttonActionPerformed(java.awt.event.ActionEvent evt)

void column_countActionPerformed(java.awt.event.ActionEvent evt)

void mine_count_inputActionPerformed(java.awt.event.ActionEvent evt)

void load_game_buttonActionPerformed(java.awt.event.ActionEvent evt)