**READFILEMAIN**

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**HIGHSCORE**

+ getTop5 (level)
+ writeInto File (name, time, level)
+ getHighScore List (file)

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**WINLOSE**

+ startGame
+ quit
+ name
+lose (timeJU)
+win (time)
+setGameboard (f, corr)
+actionPerformed()

---

**MYMOUSELISTENER**

+ mouseReleased (e)
+ findCorrect Button(s)
+ openButtons(row, column)
+ markwithFlag(row, column)
+ countTime()
+ actionPerformed()

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**GAMEBOARD**

+ buttons
+ beginner
+ medio
+ master
+ quit
+ buildMenu()

---

**GAME**

+ getRows()
+ getColumns()
+ getMines()
+ create Game()
+ index Outside Matrix()

---

**GAMEMOVES**

+ visited
+ matrix
+ winMatrix
+ flagMatrix
+ help
+ createGameBoard()
+ openButtons (row, column)
+ markwithFlags (row, column)
+ unFlag Square (row, column)
+ win()
+ lose()
+ getFlags()
+ setFlags()

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**MAIN INTERFACE**

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**MAIN**