Divide the window into rows and columns of grids

Assign row and column numbers to each grid (2D array).

Let n be the number of columns and m be the number of rows.

int n, m;
int [][] grid = new int [n][m]; // grid of integer value, either the number neighbouring mines or -1 that represents a mine

Create a class Mine. Its properties are

1. int colN : column number of mine
2. int rowN: row number of mine
3. PImage mine : an image that is to be declared outside of the class (global variable).

It should have methods:

1. void randomP() to randomize mine position (colN and rowN) and to assign -1 to grid[colN][rowN] . The method should keep Randomizing until the grid selected does not already have a mine.
2. void display() to display the mine when it is called, and this should only be called if the player clicked on one of the mines

Let int mineN be the number of mine.
Create a 1D array of Mine of length mineN. Let's call it mine[]

Create a for loop to call mine[i].randomP()

After the mines are set in place, fill all other grids with the values of neighboring mines.
To count the number of neighbouring mines of a specific grid, first check if it has a mine. If not, create 2 nested for loops to count it.

Create a void function to display what hids in the grid everytime it is clicked on