MinesweeperGame

- rows : int
- columns : int
- mines : int
- board : String[ ][ ]
- visBoard : String[ ][ ]

+ operation1(params):returnType
- operation2(params)
- operation3()
+ MinsweeperGame(inputRows : int, inputColumns : int, inputMines : int)
+ playerInteract(inputRow : int, inputColum : int) : int
- blankAdjacents(y : int, x : int)
+ getVisibleBoard()
+getBoard()
- createBoardDash() : String[ ][ ]
- createBoardDash() : String[ ][ ]
- populateBoard(inputBoard : String[ ][ ]) : String[ ][ ]
-printBoard(inputBoard[ ][ ] : String)
+ toString() : String

MSPlayer

+ main(args : String[ ])