Class diagram: Game Mechanic  -playerlife: int  -conlife: int
-plawerlife. int
- comlife: int
-bomb: int
-c1: int // to check trray
-c1: int // to check trray -c2: int // to check trray
ROW & Int
COL : Int
Found Bomb hoolean [7[]
opened: boolean[J[]
opened: boolean[][] board: int [][]
- homb ( aunt ' unt
= 2: int // to check Array - m: int // to check Array
-m: int // to check Arraly
+ Set Board Lint Choice): void
t get Row (): int t get Col (): int t get Bomb (int b): int t create Board(): void
+ get Col (): int
+ get Bomb (int b): Int
+ create Boardi: void
+ player Turn (): int + com Turn (): int
+ reveal Bomb (): void
+ check Map (): void,
+ plant Bomba: void
+ checkLifeC): void

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