Milestone 1: Console Application

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Milestone 1 is the first step in creating an actual game of Minesweeper. In the first step we were instructed to create 3 classes that can create a board size and add bombs that each cell will list the number of bombs touching the cell. Here is my attempt at this.

Screenshot of running program:

Text

Description automatically generated with medium confidence

Invalid user input error checking:

Text

Description automatically generated

6x6 Grid:

Text

Description automatically generated

7x7 grid:

A picture containing text, screenshot, electronics, computer

Description automatically generated

8x8 Grid:

Text

Description automatically generated

UML Diagram:

