```cpp
#pragma once
class Bomb
{
public:
    Bomb();
    ~Bomb();
    int** dropBomb(int**, int, int);
    int** explode(int**);
    bool checkHit(int, int);
    void resetHitArray();
    int getScore();
    void setScore(int);
    int getActiveEnemies();
    void setActiveEnemies(int);
    void setHitPlayer(bool);
    bool getHitPlayer();
};


```