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Part 3A:

1. exposeCells class
2. MineSweeperGUI class, which controls the game and its functions, and MineCell inner class, which are the buttons in the game and it keeps track of information like whether or not it is mined, exposed, flagged, or visited and whether or not its neighbors are mined.
3. MineCell class
4. The exposeSlowly method creates a timer to help expose each mine at a delay. You can control the animation speed by changing the value of DELAY.
5. The actionPerformed method gets the next cell in the queue and exposes it. It stops the timer when toExpose is empty and also checks whether or not you win the game.

Part 3C: In breadth first search, the game searches and reveals the minecells that are closest to the base first. In depth first search, the game searches an entire branch before it goes to search another branch that's around the base.