



LEVEL A

  Game

 ◦ Field int[][]



 ◦ Display Object[][]



 ◦ x int



 ◦ y int



 ◦ b int



 ◦ process boolean



  Game(int, int, int)



  CreateBombs() void



  NumberofBombs() void



  fillVisible() void



  printVisible() void

  makeGuess(int, int) void

  Openbox(int, int) void

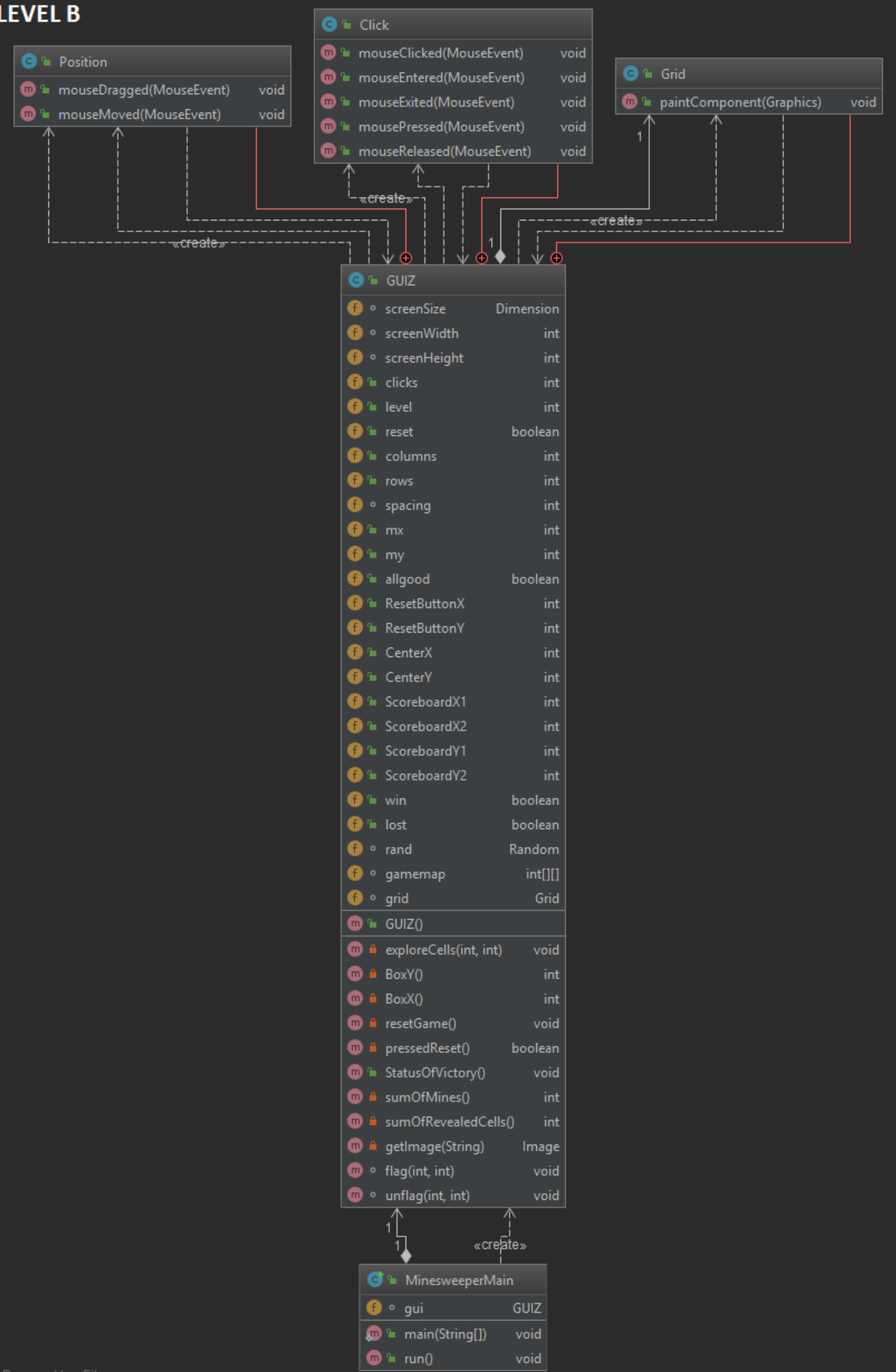
  WinCondition() boolean

  GameRunner

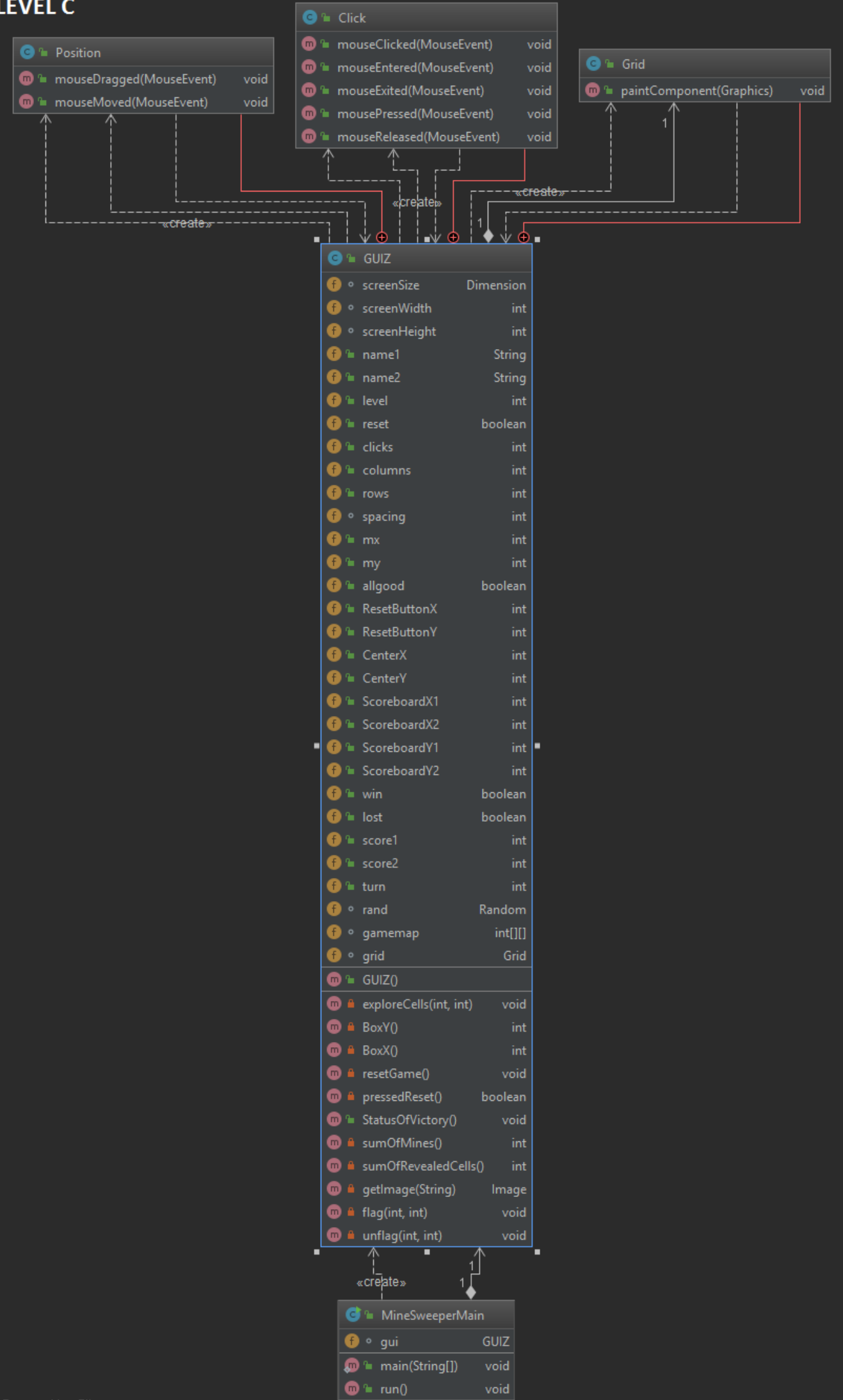
  main(String[]) void

«create»

LEVEL B



LEVEL C



LEVEL D

