

1. Single responsibility principle
  - a. The program has two classes each with isolated responsibilities. The Minesweeper game has the basic program that is necessary to run the game while the main class is used to play the game
  - b. This separates the game logic from the user interaction so if there was a bug in the code, it could be isolated.
2. Open Closed Principle
  - a. The Minesweeper class can easily be extended to offer different types of play and can be adjusted to accommodate different users
  - b. This is useful such that if the user needs to extend the game logic, it can be easily done without destroying the user interaction methods in the main class