MineSweeper

- rows: int
- cols : int
- minesCount: int
- board: char[][]
- mineLocations: boolean [][]
- revealed: boolean[][]
- uncoveredCount: int

+ Minesweeper(rows: int, cols: int, minesCount: int)
+ initializeBoard(): void
+ placeMines(): void
+ printBoard(): void
+ isValidCoordinate(row: int, col: int): boolean
+ countAdjacentMines(row: int, col: int): int
+ revealCell(row: int, col: int): void
+ isGameWon(): boolean
+ play(): void