derived from FI_Button

<<Enumeration>>

Difficulty

- +beginner
- +intermediate
- +expert

Board

- -widthBoard: int
- -heightBoard : int
- -numMines: int
- +Board()
- +set/get widthBoard()
- +set/get heightBoard()
- +set/get numMines()

Potential usage of FLTK:

- Fl_Timer
- Fl_Button
- Fl::event_button()
- Fl_Button::value(int v)
 - clear() //equals 0
 - set() //equals 1
- Fl_JPEG_Image
- Fl_Window
- Fl_Box
- Window.h
- Fl_Widget
- Fl.h

Game

- -all Buttons: List of Button -tileStatus: List of int
- -mineAndClues : List of int
- -timer:Widget
- -mineCounterDisplay : Widget
- -gameStatus : int
- -statusDisplay : Widget
- +Game()
- +createButtons(): void
- +createTileStatus(): void
- +createMinesClues(): void
- +clickType(): int
- +action(int clickType) : void
- +timerCallback(Fl Widget* w, void*): void
- +statusCallback(Fl Widget* w, void*): void
- +openBox(int indexOne, int indexTwo): void
- +lose(int indexOne, int indexTwo): void
- +isWinner(): bool
- +displayTimer(): void
- +gameStatus(): int
- +displayBoard(): void

Button

- -indexOne : int
- -indexTwo : int
- -pictures : List of FI_JPEG_Image
- +set/get indexOne()
- +set/get indexTwo()
- +buttonCallback(Fl_Widget* w, void*): void

derived from Widget

MineCounter

- -mineCounter: int
- +set/get MineCount()
- +increaseMineCount(): void
- +decreaseMineCount(): void
- +displayMineCount(): void
- +counterCallback(Fl_Widget* w, void*):
- void