

ClsLblSugs

lblClicked:Label
lblSugs:List(Of Label)
picLblSugs:PictureBox
picLblMatrix:PictureBox
waitSolveMatrix(:):Integer
numCanUse(8):Boolean
row:Integer
col:Integer

New(lblClicked As Label, picLblMatrix As PictureBox, waitSolveMatrix As Integer(:)):void
SetNumCanUse():void
NumInBlock(i As Integer, index As Integer):Boolean
NumInCol(i As Integer, colIndex As Integer):Boolean
NumInRow(i As Integer, rowIndex As Integer):Boolean
DelPic():void
InitPic():void
InitLblSugs():void
LblCancel_click(sender As Object, e As EventArgs):void
LblDelete_click(sender As Object, e As EventArgs):void
LblSugs_clicks(sender As Object, e As EventArgs):void
IsFinish():Boolean

ClsSolveSudoku

isZero(8,8):Boolean
isUsed(2,8,8):Boolean
waitSolvedMatrix(8,8):Integer
numOfAns:Integer

GetNumOfAns
New(waitSolvedMatrix(:) As Integer):void
ChangelsUsed(i As Integer, j As Integer, flag As Boolean):void
SolveMatrix(rowIndex As Integer, colIndex As Integer):void
FindNextValue(rowIndex As Integer, colIndex As Integer, start As Integer):Integer

ClsNumMatrix

numMatrix(8, 8):Integer
waitSolveMatrix(8, 8):Integer
boolMatrix(8, 8):Boolean
hard:Integer
eachRow(8):Integer

GetWaitSolveMatrix(i As Integer, j As Integer):Integer
New(hard as Integer):void
CreateBoolMatrix():void
CreateWaitMatrix():void
GenerateMap():void
CreateMapRow(i As Integer):void
SayEasyWay():void
SayMediumWay():void
SayHardWay():void
CreateNumMatrix():void
SwapThreeCol(c1 As Integer, c2 As Integer):void
SwapThreeRow(r1 As Integer, r2 As Integer):void
SwapCol(c1 As Integer, c2 As Integer):void
SwapRow(r1 As Integer, r2 As Integer):void
Swap(v1 As Integer, v2 As Integer):void
ExchangeNum(v1 As Integer, v2 As Integer):void

ClsLblMatrix

row:Integer
col:Integer
delta:Integer
width:Integer
labels(:):Label
numMatrix(8,8):Integer
waitSolveMatrix(8, 8):Integer
originalMatrix(8, 8):Integer
picLblMatrix:PictureBox

New():void
Remove():void
picLblMatrix_Paint(sender As Object, e As PaintEventArgs):void
InitLbls():void
BtnMatrixs_clicks(sender As Object, e As EventArgs):void
Restart():void

ClsOp

label:Label
oldNum:String
newNum:String
numInMatrix:Integer

New(label As Label, oldNum As String, newNum As String, numInMatrix As Integer):void
DoWork():void
Undo():void
ToString():String

ClsOps

ops:List(Of ClsOp)
cnt:Integer

New():void
Add(op as ClsOp):void
Undo()
Redo()

ClsTimer

timer:Timer
lblTime:Label
time:Integer

GetTime:Integer
New(lblTime As Label):void
StartTimer():void
StopTimer():void
Clear():void
timer_Tick(sender As Object, e As EventArgs) Handles timer.Tick

frmTest

buttonMatrix:ClsLblMatrix
timer:ClsTimer
hard:Integer
ops:ClsOps

NewGame():void
SetMenuUndoStatus(status As Boolean):void
SetMenuRedoStatus(status As Boolean):void
frmTest_Load(sender As Object, e As EventArgs) Handles Me.Load
Mns_Option_NewGame_Click(sender As Object, e As EventArgs) Handles Mns_Game_NewGame.Click
Mns_Game_Option_Click(sender As Object, e As EventArgs) Handles Mns_Game_Option.Click
Mns_Game_Undo_Click(sender As Object, e As EventArgs) Handles Mns_Game_Undo.Click
Mns_Game_Undo.Click
Mns_Game_Redo_Click(sender As Object, e As EventArgs) Handles Mns_Game_Redo.Click
Mns_Game_Redo.Click
Mns_Game_Restart_Click(sender As Object, e As EventArgs) Handles Mns_Game_Restart.Click

frmStart

btnEasy_Click(sender As Object, e As EventArgs) Handles btnEasy.Click
btnMedium_Click(sender As Object, e As EventArgs) Handles btnMedium.Click
btnHard_Click(sender As Object, e As EventArgs) Handles btnHard.Click

frmOption

frmOption_Load(sender As Object, e As EventArgs) Handles Me.Load
btnConfirm_Click(sender As Object, e As EventArgs) Handles btnConfirm.Click
btnCancel_Click(sender As Object, e As EventArgs) Handles btnCancel.Click

