Assignment 3 UML Class Diagram

```
Sudoku

-PUZZLE_SIZE: int = 9 {readOnly}

+main(args: String[*]): void
-printPuzzle(array: int[*,*]): void
-legal(i: int, j: int, val: int, cells: int[*,*]): boolean
-solve(i: int, j: int, cells: int[*,*]): boolean
```