Package src.game

Class SMouseHandler

java.lang.Object
    src.game.SMouseHandler

All Implemented Interfaces:

`MouseListener` , `EventListener`

```
public class SMouseHandler
extends Object
implements MouseListener
```

Handles mouse events for Sudoku grid cells. Responds to cell clicks to select cells, place numbers, and check game state. Also manages the hint system and win/loss conditions.

Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method	Description
void	`mouseClicked(MouseEvent me)`	
void	`mouseEntered(MouseEvent me)`	
void	`mouseExited(MouseEvent me)`	
void	`mousePressed(MouseEvent me)`	
void	`mouseReleased(MouseEvent me)`	

Methods inherited from class java.lang.Object

`clone` , `equals` , `finalize` , `getClass` , `hashCode` , `notify` , `notifyAll` , `toString` , `wait` , `wait` , `wait`

Method Details

mouseClicked

```
public void mouseClicked(MouseEvent me)
```

Specified by:

`mouseClicked` in interface `MouseListener`

mousePressed

`public void mousePressed(MouseEvent me)`

Specified by:

`mousePressed` in interface `MouseListener`

mouseEntered

`public void mouseEntered(MouseEvent me)`

Specified by:

`mouseEntered` in interface `MouseListener`

mouseExited

`public void mouseExited(MouseEvent me)`

Specified by:

`mouseExited` in interface `MouseListener`

mouseReleased

`public void mouseReleased(MouseEvent me)`

Specified by:

`mouseReleased` in interface `MouseListener`