Models:

Cell: Models one cell of the sudoku board

MainGame: Is the class that makes a sudoku game and controls it

Sound: Plays the sounds

SudokuInitializer: Makes a int[][] showing a valid sudoku board

SudokuSolver: Solves sudoku boards to guarantee valid boards and if the user wants to solve the game

View:

MainGUI: The mainGUI, responsible for making the other GUI elements and the main game

BoardGUI: creates the board on the mainGUI

KeypadGUI: Creates the keypad used for entering guesses into the board

Responsibilities:

Cell:

        Stores the value of the cell (or 0 if it is empty)

        Updates the value of the cell when it is changed

MainGame:

        Checks if the value of the cell is valid (i.e., if it does not already exist in the row, column, or block)

        Creates the Sudoku board

        Initializes the Sudoku board with a valid puzzle

Sound:

        Plays the sounds for the game

SudokuInitializer:

        Generates a valid Sudoku puzzle

        Returns the puzzle as an int[][]

SudokuSolver:

        Solves a Sudoku puzzle

MainGUI:

        Starts the game

        Creates the main GUI window

        Creates the BoardGUI and KeypadGUI

        Handles user input from the main GUI window

        On winning plays a sound

BoardGUI:

    Displays the Sudoku board

    Allows the user to enter guesses into the board

KeypadGUI:

    Handles user input

    Solves the Sudoku board if the user wants to (with SudokuSolver)

    Displays the keypad used for entering guesses into the board