

**To copy a matrix to another matrix do:**

`this.matrix.assign(matrix)`

**To check if a value in a cell is valid do:**

`this.checkVal(cellX, cellY, value)`

**returns:** true if valid, false otherwise

**To get all the available values for a cell do:**

`getAvailable(matrix, cellNumber, outbuffer)`

**where**

matrix: states of the board

cellNumber: cell number between 0-81

outbuffer: an array to store the result

**returns:** length of the data in the outbuffer