SudokuInterface

-main(in args[]: String) : void

Sudoku

-BOARDSIZE : int
-board[][] : int[BOARDSIZE][BOARDSIZE]
-boardFile : File
-boardFileReader : Scanner
-undo : boolean
- inputRow : int
-inputCol : int
-input : int

+Sudoku()
+initialise(in _fileName: String): int
-checkRow(in _row: int, in _input : int): boolean
-checkCol(in _col: int, in _input: int): boolean
-checkSquare(in _row: int, in _col: int, in _input: int): boolean
-checkRange(in _input: int): boolean
-checkSpot(in _row: int, in _col: int): boolean
+checkWin(): boolean
+checkLose(): boolean
+makeMove(in _row: int, in _col: int, in _input: int): int
+undoMove(): boolean
+saveGame(): boolean
+getBoard(in _row: int, in _col: int): int

SudokuFrame

-game: Sudoku
-btnStart: JButton
-btnClear: JButton
-btnUndon: JButton
-btnSave: JButton
-fldFile: JTextfield
-grids[][]:JTextfield[9][9]
-buttonPanel: JPanel
-filePanel: JPanel
-gridPanel: JPanel
-aboutPanel: JPanel
-helpPanel: JPanel
-menuBar: JMenuBar
-sudokuMenu: JMenu
-undoMenuItem: JMenuItem
-saveMenuItem: JMenuItem
-helpMenuItem: JMenuItem
-aboutMenuItem: JMenuItem
-exitMenuItem: JMenuItem

+SudokuFrame()
+main(in args[]: String): void
+play(): void
+updateGrid(): void
+save(): void
+undo: void
+clear: void
+actionPerformed(in e: ActionEvent):void

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