Stuff.EventManager
< Integer >

~ List< Consumer< T >
  > functions

+ void addFunction(Consumer
  < T > function)

+ void trigger(T t)

Comparable< Coordinate >

+ _changeInPossibleNumbers
  Event
+ _trueNumberFoundEvent

alternative.Field

+ abstract boolean isFixed()

+ abstract void exclude
  (int number)

+ abstract Set< Integer
  > possibleNumbers()

+ abstract int toIntOrZero()

+ abstract void setNumber
  (int number)

+ abstract Coordinate
  getCoordinate()

+ abstract void setRandomAvalible
  Number()

+ Field copy()

+ String toString()

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alternative.Coordinate

+ final int _x

+ final int _y

+ Coordinate(final int
  x, final int y)

+ boolean coodinateIsEqual
  (int x, int y)

+ boolean equals(final
  Object o)

+ int hashCode()

+ String toString()

+ int compareTo(Coordinate o)

- _coordinate

alternative.StaticField

- final int _number

+ boolean isFixed()

+ void exclude(int number)

+ Set< Integer > possibleNumbers()

+ int toIntOrZero()

+ void setNumber(int
  number)

+ Coordinate getCoordinate()

+ void setRandomAvalibleNumber()

+ StaticField(int number,
  Coordinate coordinate)