Stuff.EventManager
< Integer >

~ List< Consumer< T >
  > functions

+ void addFunction(Consumer
  < T > function)
+ void trigger(T t)

+_changeInPossibleNumbers
Event
+_trueNumberFoundEvent

newAlternative.field.Field

+ abstract boolean isFixed()
+ abstract void exclude
  (int number)
+ abstract Set< Integer
  > possibleNumbers()
+ abstract int toIntOrZero()
+ abstract void setNumber
  (int number)
+ abstract void giveTask
  (Task< Field > task)
+ Field copy()
+ String toString()
# abstract void setRandomAvalible
  Number()

newAlternative.field.Static
Field

- final int _number

+ boolean isFixed()
+ void exclude(int number)
+ Set< Integer > possibleNumbers()
+ int toIntOrZero()
+ void setNumber(int
  number)
+ void setRandomAvalibleNumber()
+ void giveTask(Task
  < Field > task)
+ StaticField(int number)