## Stuff.EventManager < Integer >

- ~ List< Consumer< T > > functions
- + void addFunction(Consumer< T > function)
- + void trigger(Tt)

+\_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()

## alternative. Coordinate

Comparable < Coordinate >

- + final int x
- + final int \_y
- + Coordinate(final int x, final int y)
- + boolean coodinatelsEqual (int x, int y)
- + boolean equals(final Object o)
- + int hashCode()
- + String toString()
- + int compareTo(Coordinate o)

Set< Integer >

-\_coordinate /-\_possibleNumbers

## alternative. Empty Field

- + EmptyField(Coordinate coordinate)
- + EmptyField(int number, Coordinate coordinate)
- + EmptyField(Set< Integer</li>> possibleNumbers, Coordinate coordinate)
- + boolean isFixed()
- + synchronized void exclude (final int number)
- + Set< Integer > possibleNumbers()
- + int toIntOrZero()
- + void setNumber(int number)
- + Coordinate getCoordinate()
- + void setRandomAvalibleNumber()