## Stuff.EventManager < Integer >

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

+\_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()

Set< Integer >

Experimental.TaskSchedular < newAlternative.field.Field >

- ~ Tt
- ~ Thread thread
- + TaskSchedular(Tt)
- + boolean offer(Task < T > tTask)

-\_possibleNumbers / -\_task

-\_taskSchedular

## newAlternative.field.Empty Field

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