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()