

# Puzzle

- + Puzzle\_Matrix : Puzzle\_Piece[3][4]
- + Fit\_Matrix : int[3][4][4]
- + Pieces : Puzzle\_Pieces[12]

- + Update\_Fit\_Matrix() : void
- + Fit(int, int, Puzzle\_Piece) : bool
- + Insert(int, int, Puzzle\_Piece) : void
- + Compare(Puzzle\_Piece[2], int) : float
- + Rotate\_Matrix() : void
- + Solve\_Puzzle() : Puzzle\_Pieces[12]
- + Index\_Solution() : Puzzle\_Pieces[12]