1. The entire cube is made as it’s own object. Each cube has 6 JPanels called CubeSides, representing the sides of a cube. Then each CubeSide has a 3x3 grid of JPanels called SideSquares. Each SideSquare holds a numeric and color value for that square.
2. You can run the program with any general compiler or from the command line:  
   *# from the folder with the .java files*

*javac \*.java*

*java Sudoku*