UML Diagram

Sudoku
Instance vars: private Square[3][3] s
Methods: public boolean checkRow(int r) public boolean checkCol(int c) public boolean checkSquare(int r, int c) public boolean isFilled() public String toString()
has-a
Square
private int[][] Cell[3][3] s
Methods: public boolean isValid() public int[] getRow(int r) public int[] getColumn(int c); public boolean isFilled();
has-a
Cell
private int
Methods:

public int getValue()
public void setValue(int)
public boolean originalSquare()

Square has 3x3 cells (which are each 3x3)