SUDOKU BACK END UML

Ines Andrade Pascal et Léandre Le Bizec | October 29, 2022

RestController

- nbGrille : int static

+ getGridList() : List<Grid>
+ getGeneratedGrid(Level l) : Grid
+ postScore(player, int) : void

0..*

<<Enumeration>> Level

Easy
Medium
Hard
Insane

0..*

Grid

- id : int
- podium : HashMap<Player, int>
- cells : List<int>[81]

+ Grid(Level level)

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