

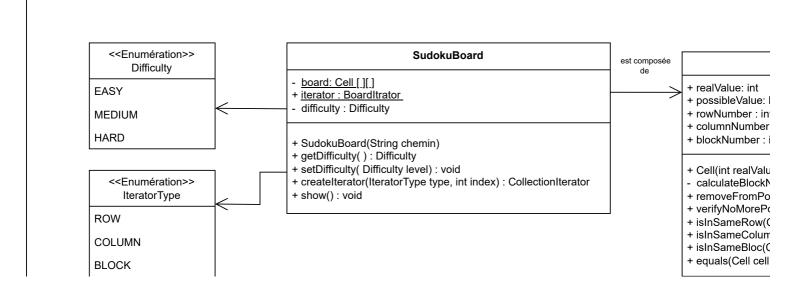
Module GESTION

Classe responsable de l'orchestration et de la gestion de la chaîne de règles.

RuleManager ManagerInstance: RuleManager tRule: DeductionRuleHandler erInputHandler: UserInputHandler leManager(void) tRuleManagerInstance(): RuleManager plyRules(SudokuBoard board)

Classe responsable de l'interaction avec l'utilisateur pour débloquer la résolution lorsque nécessaire

Module INITIALISATION



Cell

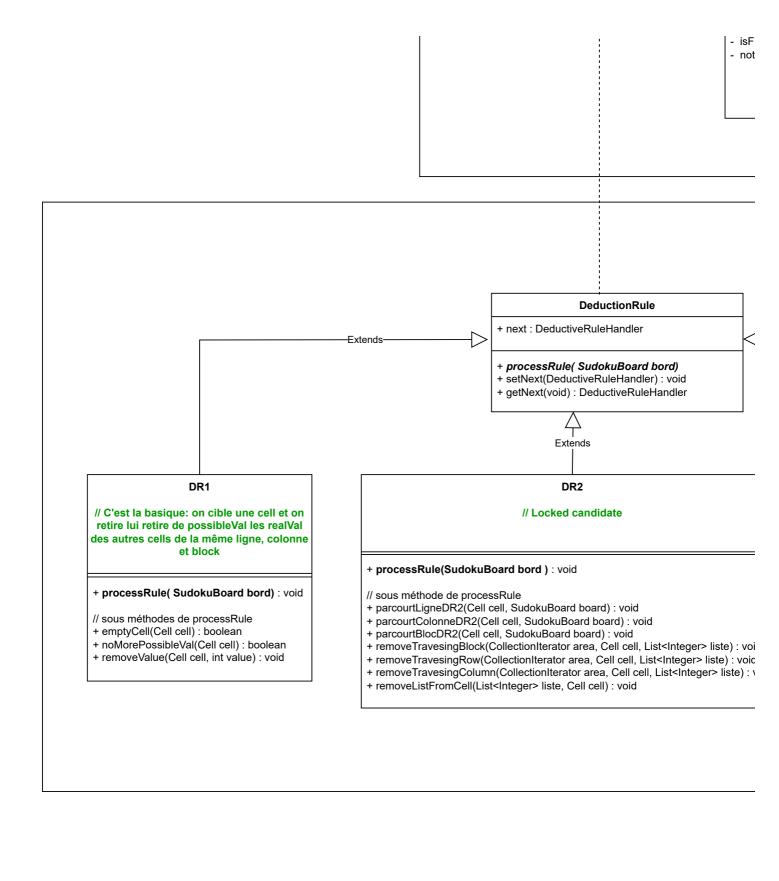
List<Integer>

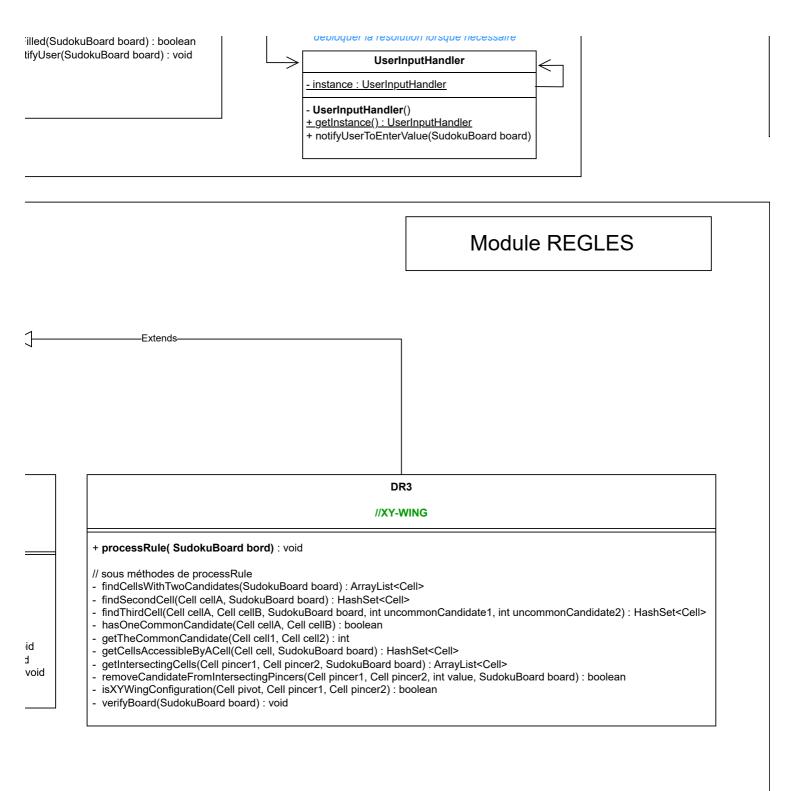
ıt ∵: int int

Je, int rowNumber, int columnNumber)
Number(int i, int j) : int
pssibleValue(int value) : void
pssibilities : void

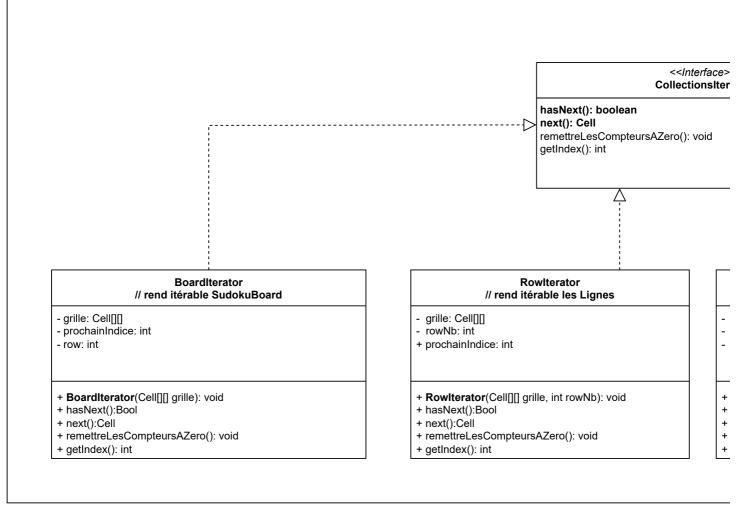
Cell cell): boolean nn(Cell cell): boolean Cell cell): boolean

l) : boolean

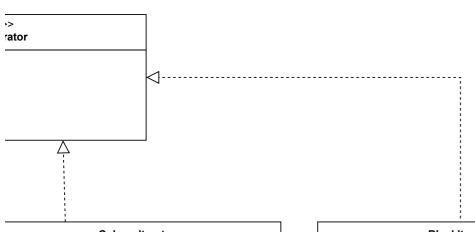




Module ITERAT(







ColumnIterator // rend itérable les Colonnes

grille: Cell[][] colNb: int prochainIndice: int

ColumnIterator(Cell[][] grille, int colNb): void hasNext():Bool next():Cell remettreLesCompteursAZero(): void getIndex(): int

BlockIterator // rend itérable les blocks

- grille: Cell[][] blockNb: int
- vallnit: int
- j: int
- + **BlockIterator**(Cell[[[]] grille, int colNb): void + hasNext():Bool
- + next():Cell
- + remettreLesCompteursAZero(): void
- + getIndex(): int