

## Module GESTION

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

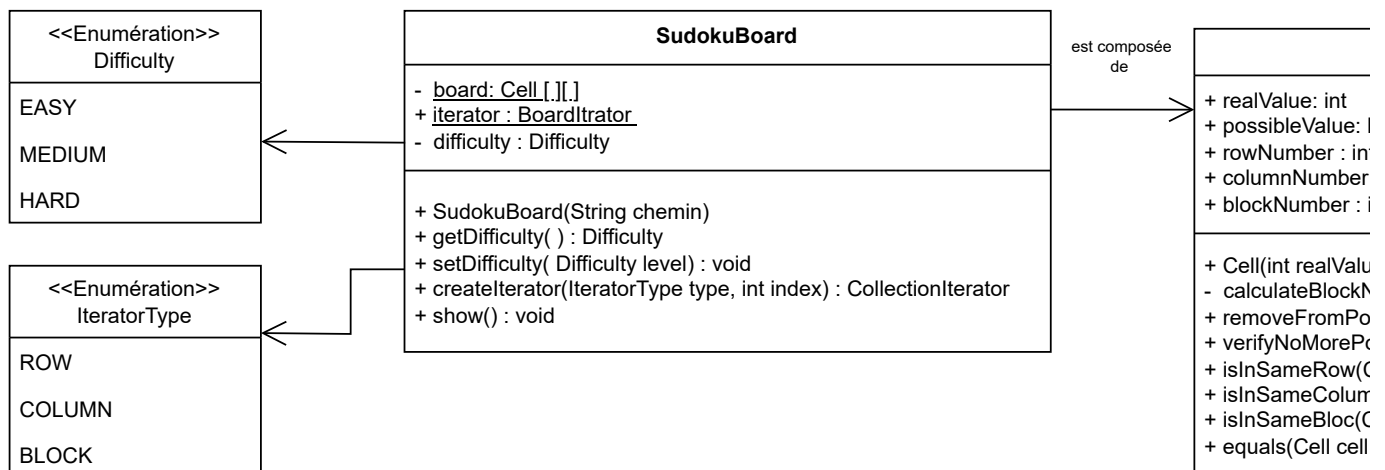
### RuleManager

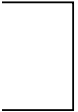
ManagerInstance: RuleManager  
Rule : DeductionRuleHandler  
erInputHandler : UserInputHandler

**RuleManager**(void )  
RuleManagerInstance(.) : RuleManager  
plyRules(SudokuBoard board )  
.....

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

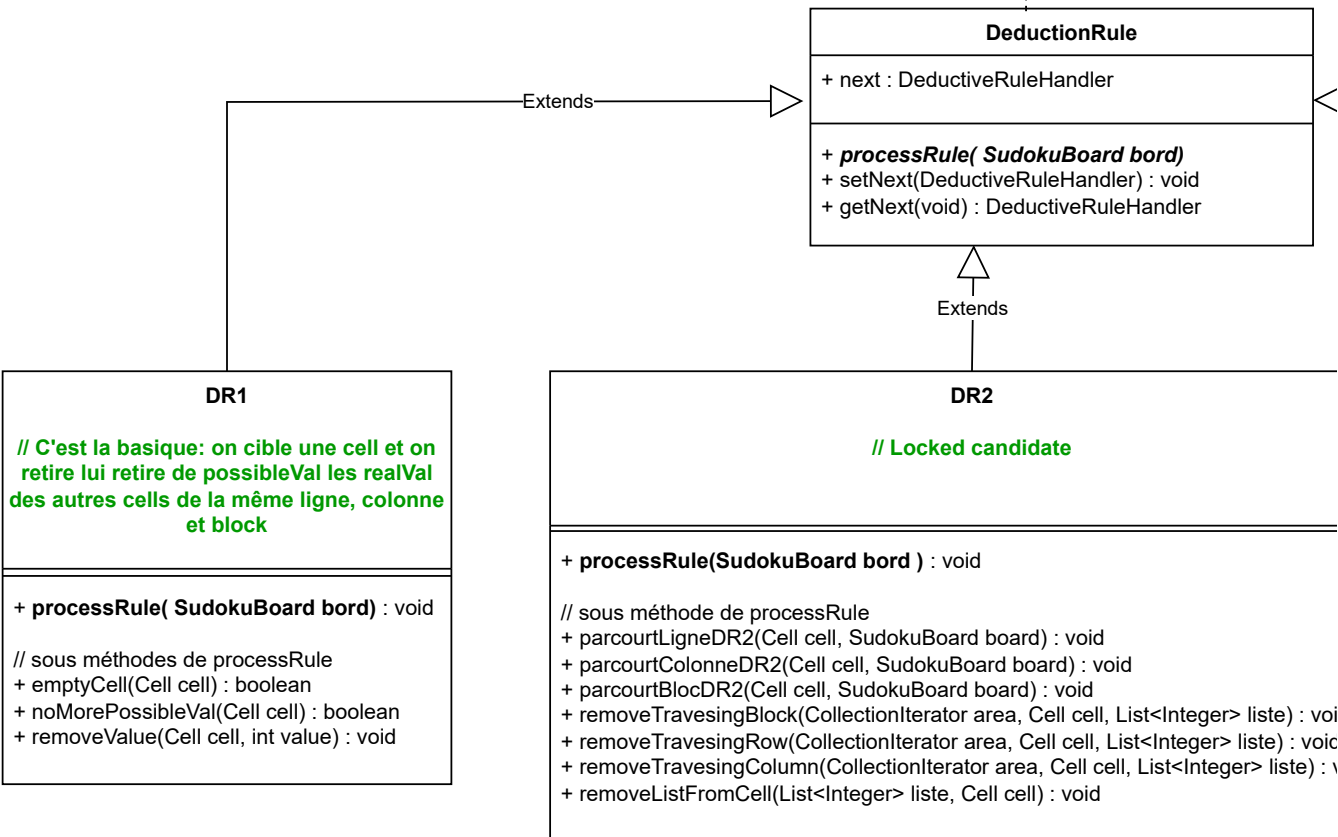
## Module INITIALISATION



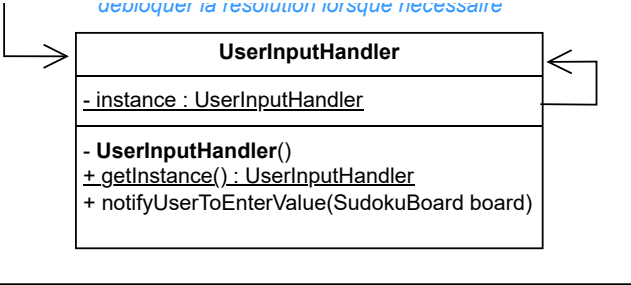


Cell
List<Integer> it :: int int
je, int rowNumber, int columnNumber) Number(int i, int j) : int ossibleValue(int value) : void ossibilities : void Cell cell) : boolean nn(Cell cell) : boolean Cell cell) : boolean l) : boolean

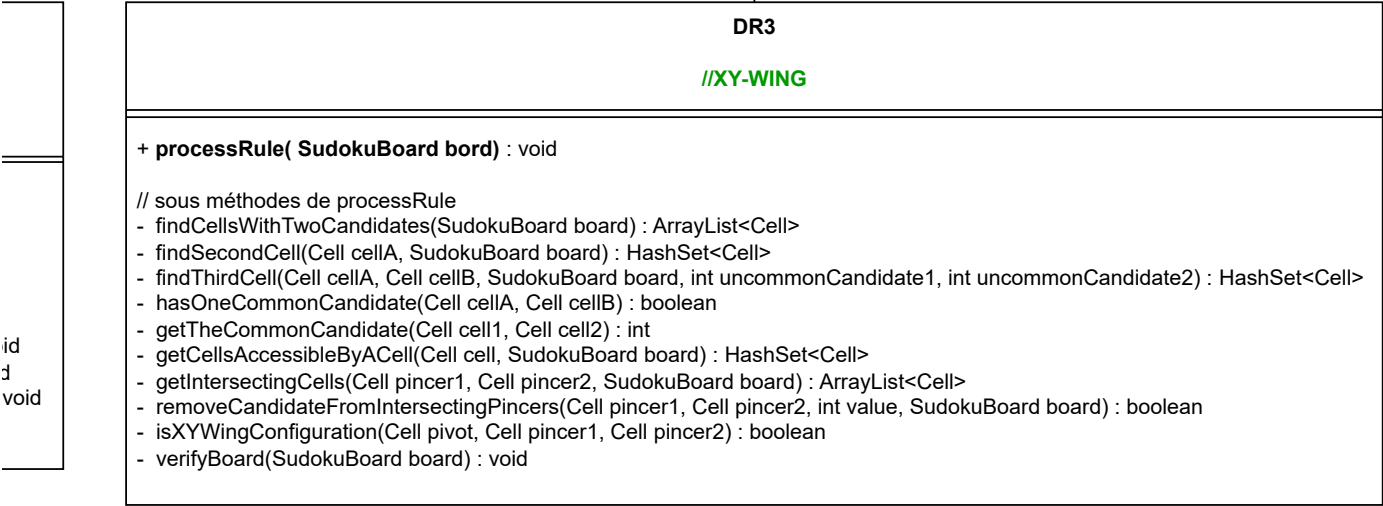
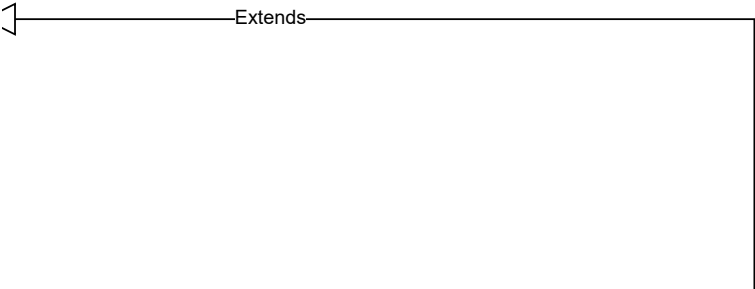
- isF  
- not

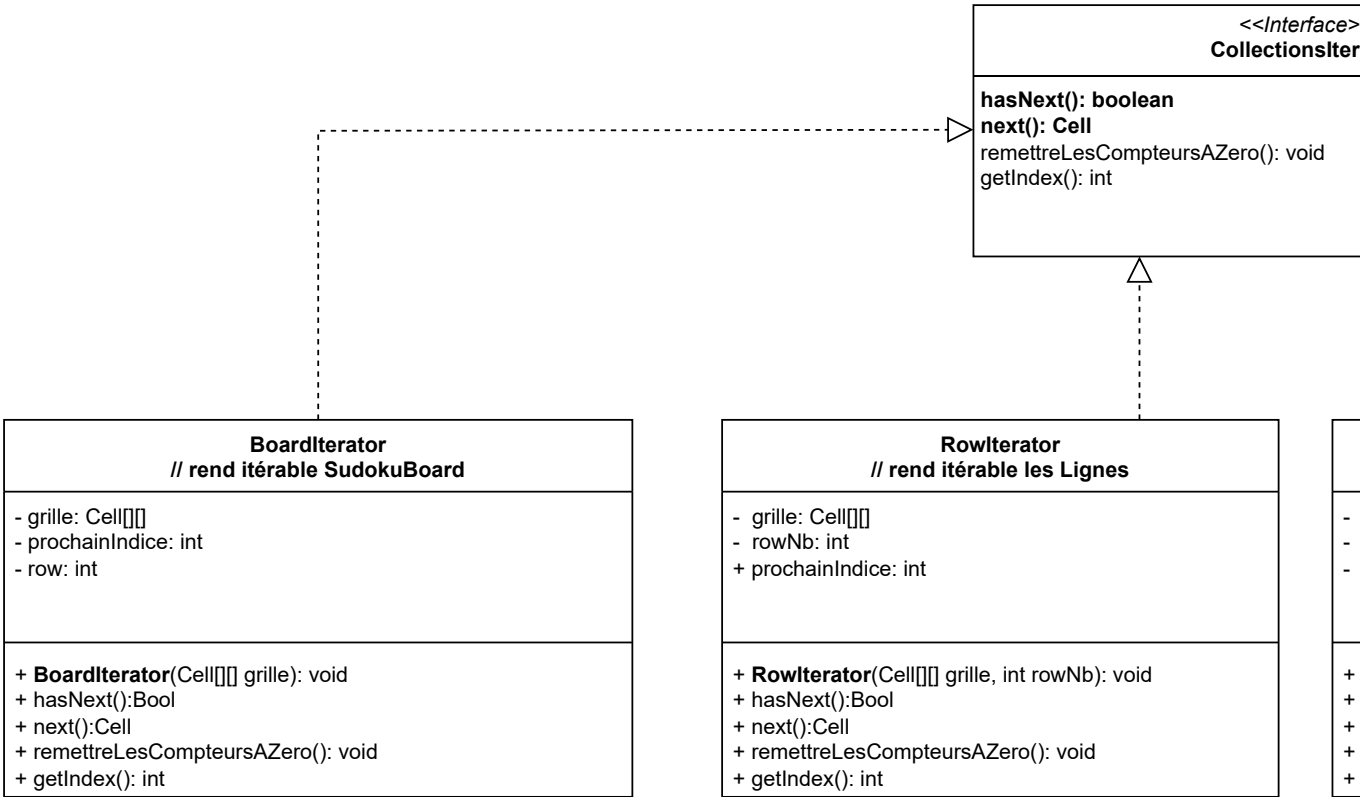


filled(SudokuBoard board) : boolean  
tidifyUser(SudokuBoard board) : void



Module REGLES





e  
OR

