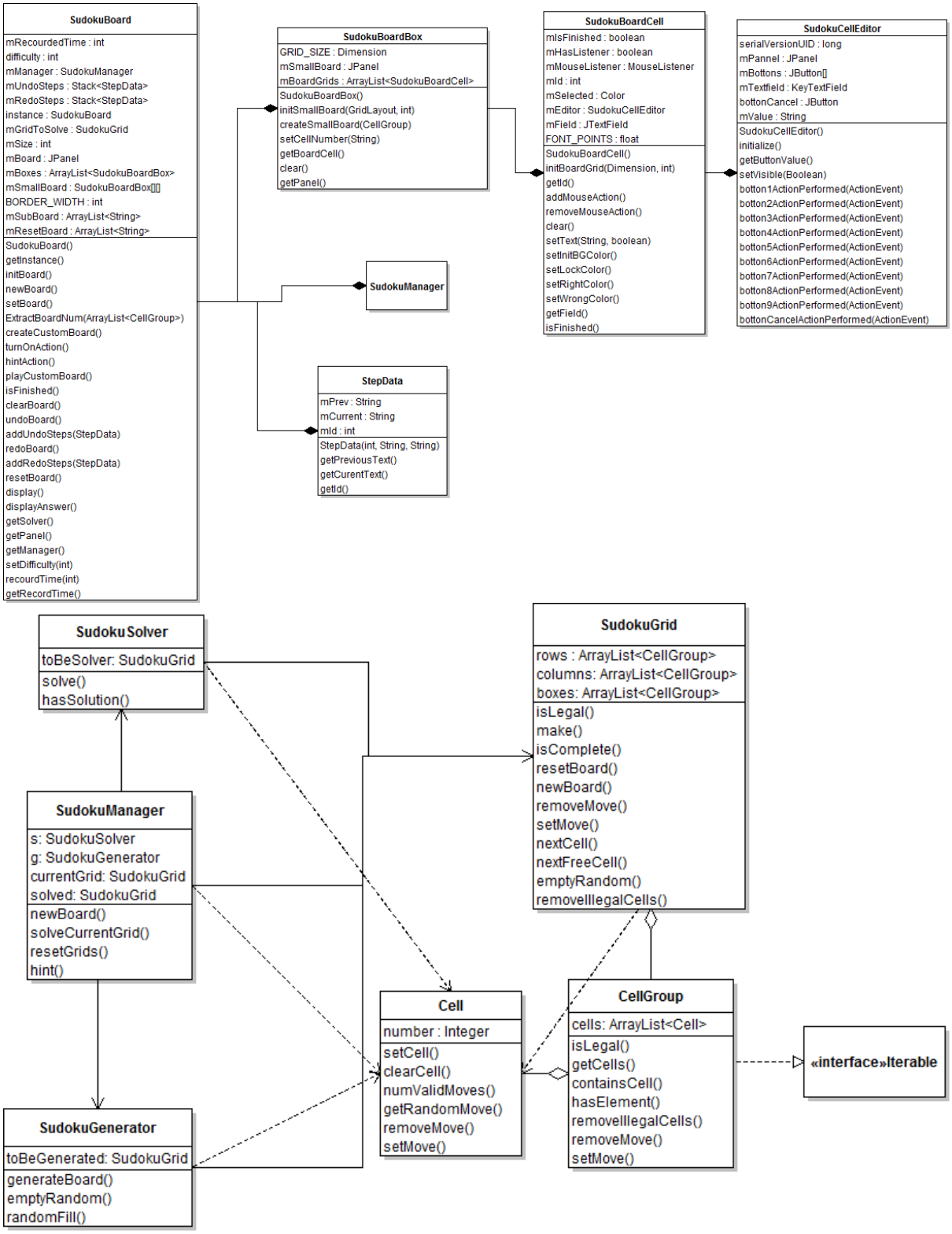
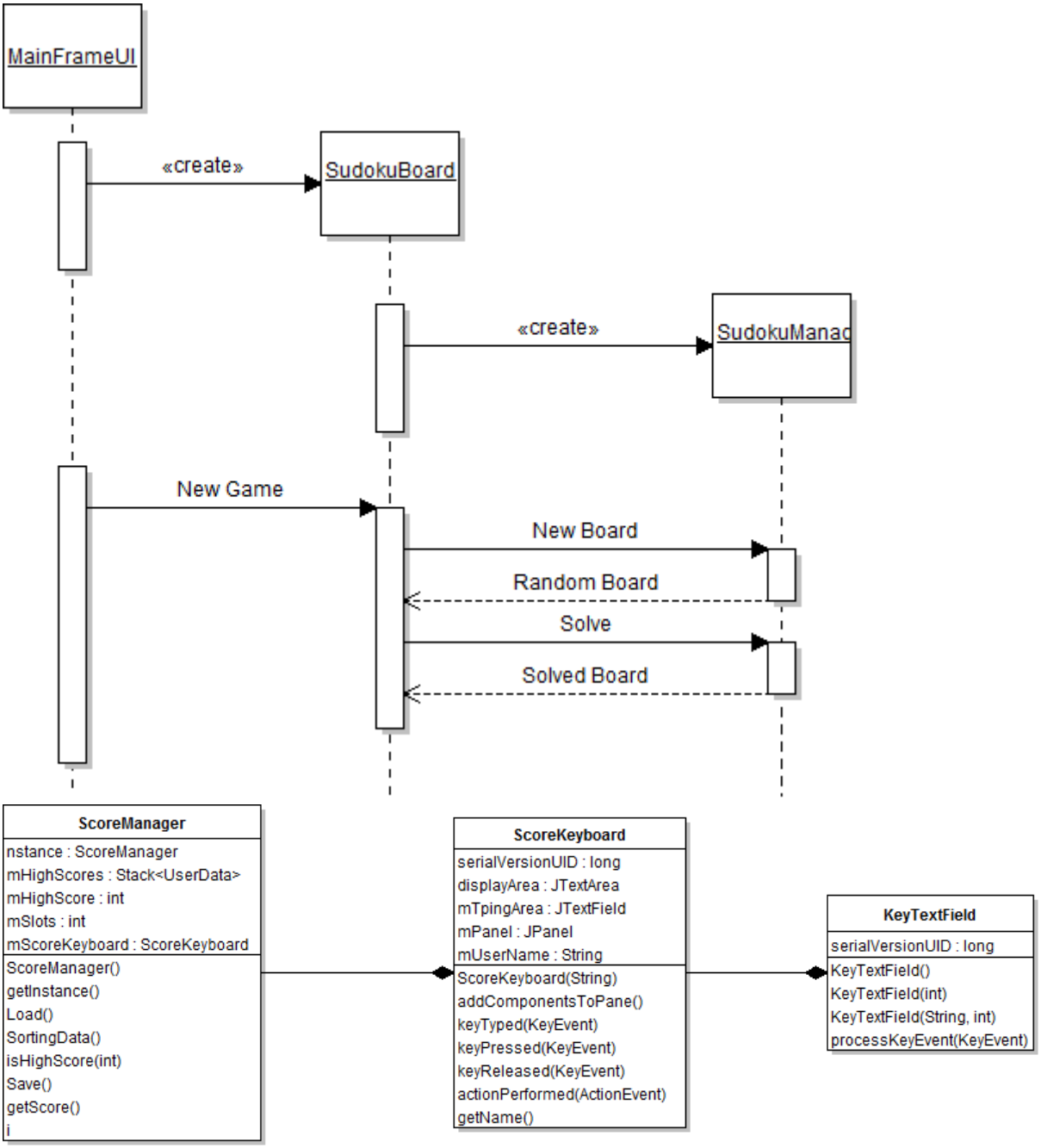
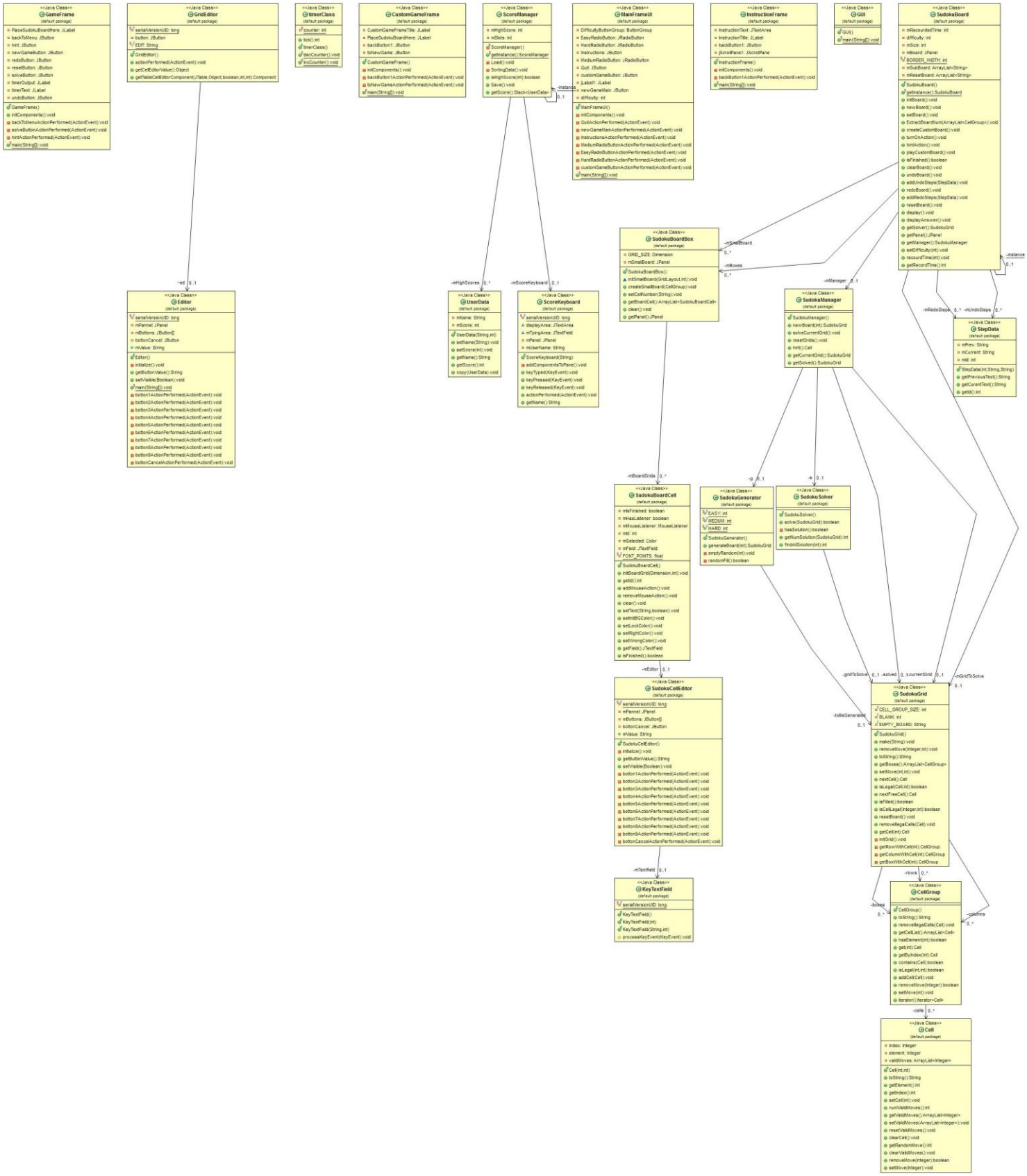
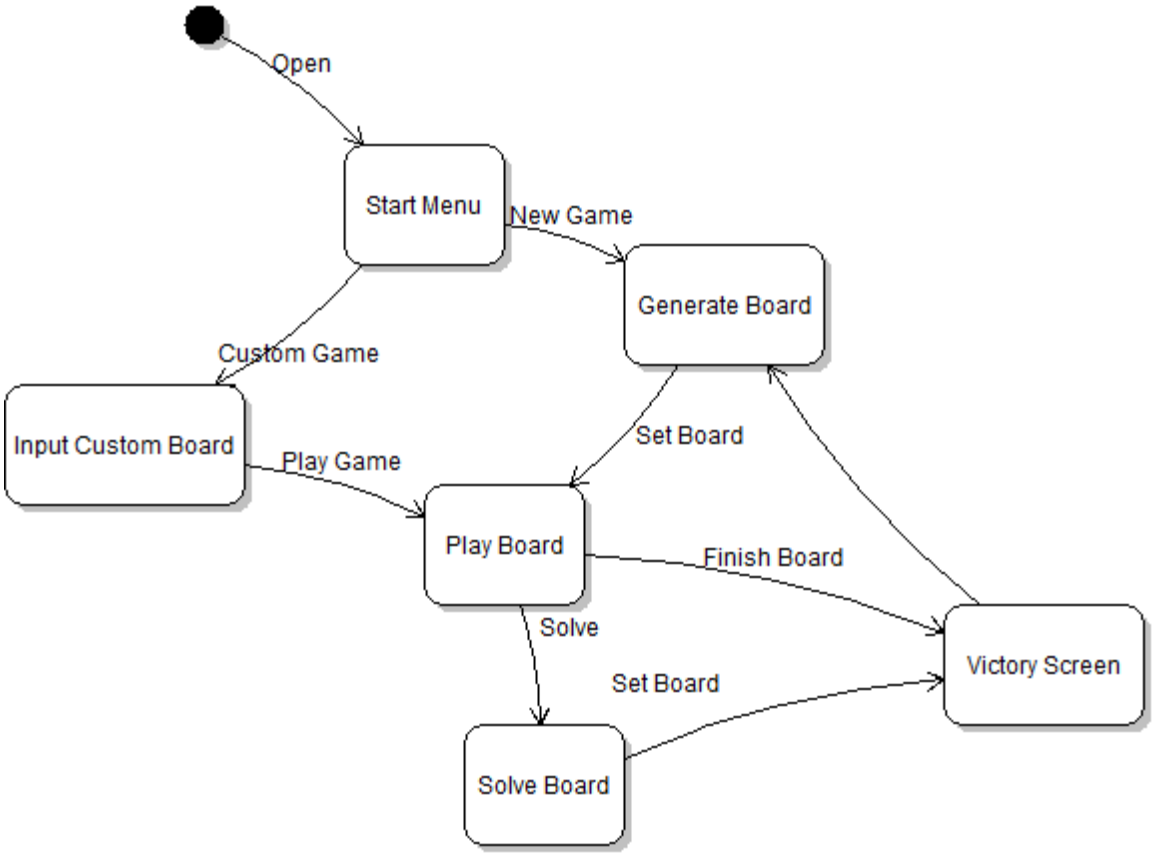

SudokuBoard
mRecourdedTime : int
difficulty : int
mManager : SudokuManager
mUndoSteps : Stack<StepData>
mRedoSteps : Stack<StepData>
instance : SudokuBoard
mGridToSolve : SudokuGrid
mSize : int
mBoard : JPanel
mBoxes : ArrayList<SudokuBoardBox>
mSmallBoard : SudokuBoardBox[][]
BORDER_WIDTH : int
mSubBoard : ArrayList<String>
mResetBoard : ArrayList<String>
SudokuBoard()
getInstance()
initBoard()
newBoard()
setBoard()
ExtractBoardNum(ArrayList<CellGroup>)
createCustomBoard()
turnOnAction()
hintAction()
playCustomBoard()
isFinished()
clearBoard()
undoBoard()
addUndoSteps(StepData)
redoBoard()
addRedoSteps(StepData)
resetBoard()
display()
displayAnswer()
getSolver()
getPanel()
getManager()
setDifficulty(int)
recourdTime(int)
getRecordTime()
SudokuBoardBox
GRID_SIZE : Dimension
mSmallBoard : JPanel
mBoardGrids : ArrayList<SudokuBoardCell>
SudokuBoardBox()
initSmallBoard(GridLayout, int)
createSmallBoard(CellGroup)
setCellNumber(String)
getBoardCell()
clear()
getPanel()
SudokuBoardCell
mIsFinished : boolean
mHasListener : boolean
mMouseListener : MouseListener
mId : int
mSelected : Color
mEditor : SudokuCellEditor
mField : JTextField
FONT_POINTS : float
SudokuBoardCell()
initBoardGrid(Dimension, int)
getId()
addMouseAction()
removeMouseAction()
clear()
setText(String, boolean)
setInitBGColor()
setLockColor()
setRightColor()
setWrongColor()
getField()
isFinished()
SudokuCellEditor
serialVersionUID : long
mPannel : JPanel
mBottons : JButton[]
mTextfield : KeyTextField
bottonCancel : JButton
mValue : String
SudokuCellEditor()
initialize()
getButtonValue()
setVisible(Boolean)
botton1ActionPerformed(ActionEvent)
botton2ActionPerformed(ActionEvent)
botton3ActionPerformed(ActionEvent)
botton4ActionPerformed(ActionEvent)
botton5ActionPerformed(ActionEvent)
botton6ActionPerformed(ActionEvent)
botton7ActionPerformed(ActionEvent)
botton8ActionPerformed(ActionEvent)
botton9ActionPerformed(ActionEvent)
bottonCancelActionPerformed(ActionEvent)
SudokuManager
StepData
mPrev : String
mCurrent : String
mId : int
StepData(int, String, String)
getPreviousText()
getCurentText()
getId()
SudokuSolver
toBeSolver: SudokuGrid
solve()
hasSolution()
SudokuGrid
rows : ArrayList<CellGroup>
columns: ArrayList<CellGroup>
boxes: ArrayList<CellGroup>
isLegal()
make()
isComplete()
resetBoard()
newBoard()
removeMove()
setMove()
nextCell()
nextFreeCell()
emptyRandom()
removeIllegalCells()
SudokuManager
s: SudokuSolver
g: SudokuGenerator
currentGrid: SudokuGrid
solved: SudokuGrid
newBoard()
solveCurrentGrid()
resetGrids()
hint()
Cell
number : Integer
setCell()
clearCell()
numValidMoves()
getRandomMove()
removeMove()
setMove()
CellGroup
cells: ArrayList<Cell>
isLegal()
getCells()
containsCell()
hasElement()
removeIllegalCells()
removeMove()
setMove()
«interface»Iterable
SudokuGenerator
toBeGenerated: SudokuGrid
generateBoard()
emptyRandom()
randomFill()


MainFrameUI
«create»
SudokuBoard
«create»
SudokuManac
New Game
New Board
Random Board
Solve
Solved Board
ScoreManager
nstance : ScoreManager
mHighScores : Stack<UserData>
mHighScore : int
mSlots : int
mScoreKeyboard : ScoreKeyboard
ScoreManager()
getInstance()
Load()
SortingData()
isHighScore(int)
Save()
getScore()
i
ScoreKeyboard
serialVersionUID : long
displayArea : JTextArea
mTpingArea : JTextField
mPanel : JPanel
mUserName : String
ScoreKeyboard(String)
addComponentsToPane()
keyTyped(KeyEvent)
keyPressed(KeyEvent)
keyReleased(KeyEvent)
actionPerformed(ActionEvent)
getName()
KeyTextField
serialVersionUID : long
KeyTextField()
KeyTextField(int)
KeyTextField(String, int)
processKeyEvent(KeyEvent)


GameFrame
GridEditor
timerClass
CustomGameFrame
ScoreManager
MainFrameUI
InstructionFrame
GUI
SudokuBoard
SudokuBoardBox
Editor
UserData
ScoreKeyboard
SudokuManager
StepData
SudokuBoardCell
SudokuGenerator
SudokuSolver
SudokuCellEditor
SudokuGrid
KeyTextField
CellGroup
Cell


Open
Start Menu
New Game
Generate Board
Custom Game
Input Custom Board
Play Game
Set Board
Play Board
Finish Board
Solve
Set Board
Victory Screen
Solve Board