

PlantUML 1.2025.7

[From rust_matrix.puml (line 89)]

```
@startuml
title Dart → Rust FFI Architektur - Sudoku Solver

skinparam classAttributelconSize 0
skinparam monochrome false
...
... ( skipping 58 lines )
...
+ matrix_get(ptr: *mut Matrix, r: c_int, c: c_int) : c_int
+ matrix_solve(ptr: *mut Matrix) : c_int
+ matrix_load(path: *const c_char) : *mut Matrix
+ matrix_save(ptr: *mut Matrix, path: *const c_char) : c_int
}

class Error {
    + message : String
}

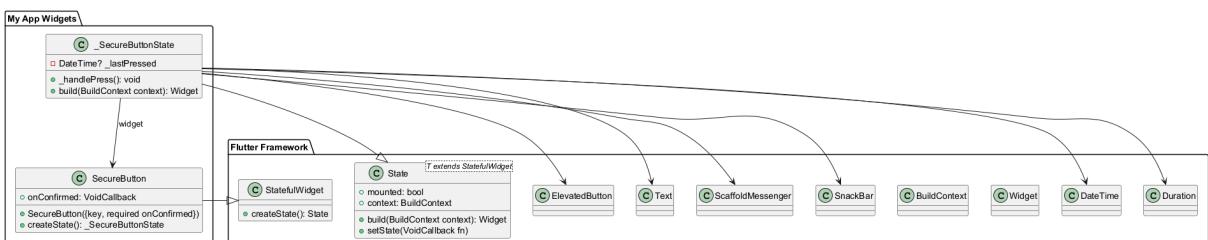
Matrix <.. FfiApi : exposed via FFI
}
```

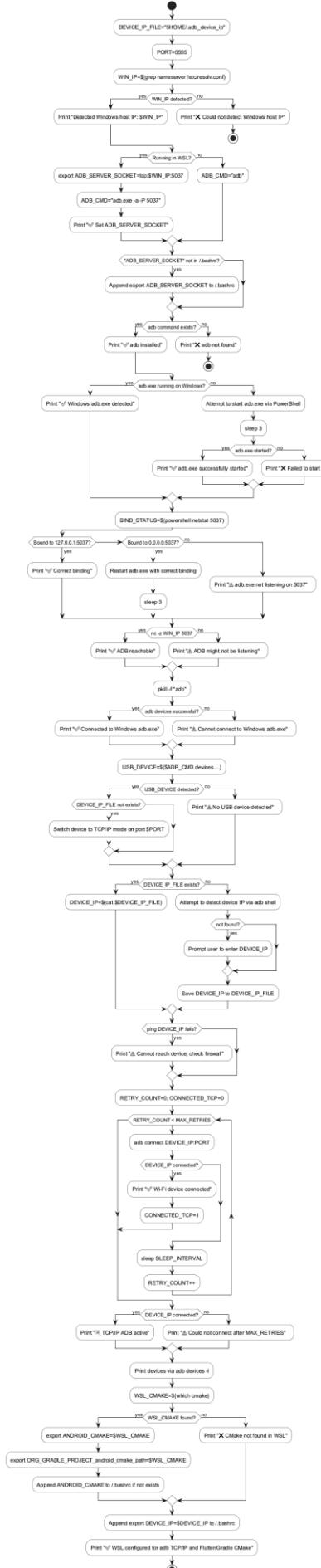
title C - Pointer & Memory Lifecycle (Dart ↔ Rust FFI)

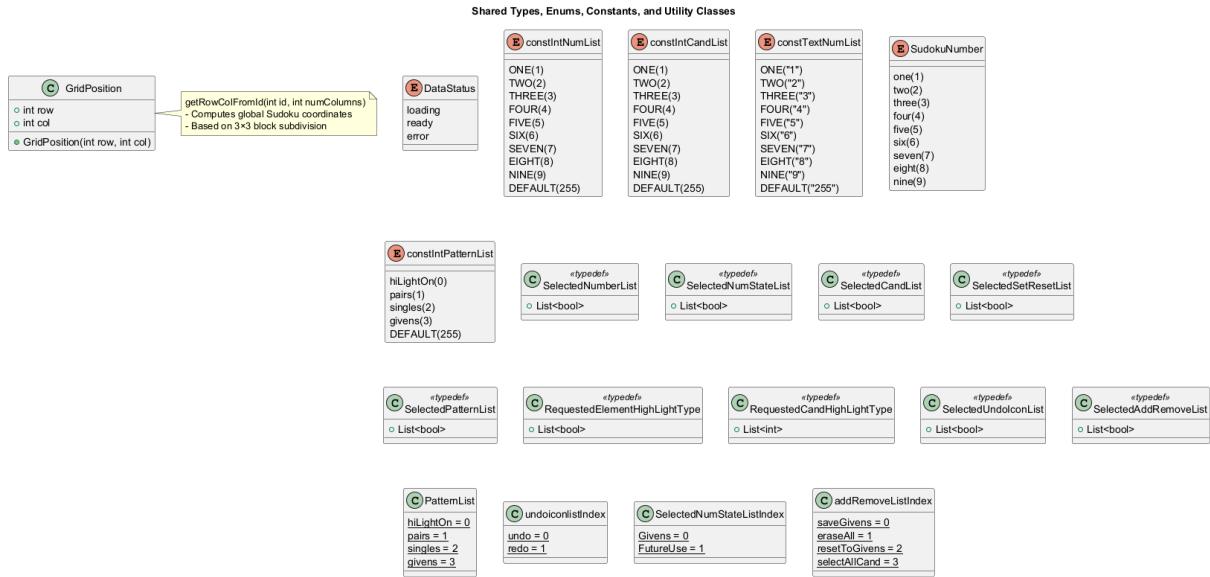
```
skinparam dpi 150
skinparam shadowing false
```

actor "Dart VM" as Dart

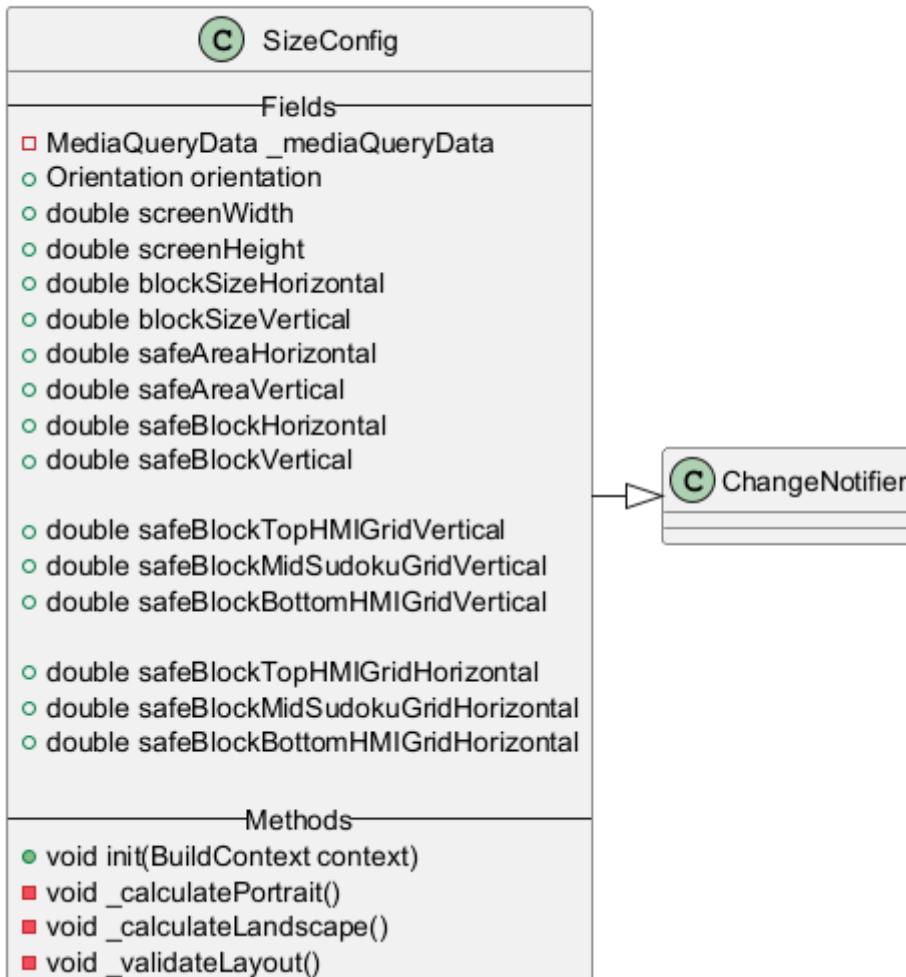
Use 'allowmixing' if you want to mix classes and other UML elements. (Assumed diagram type: class)

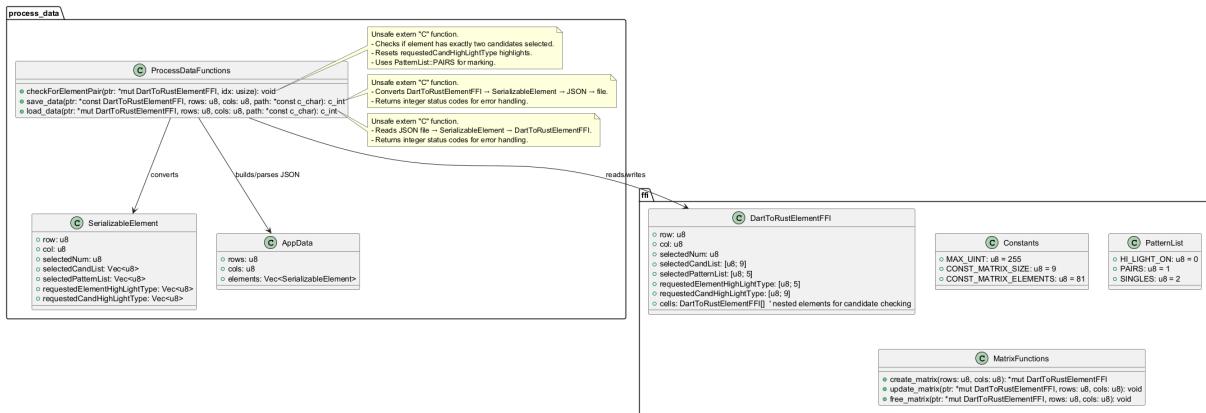




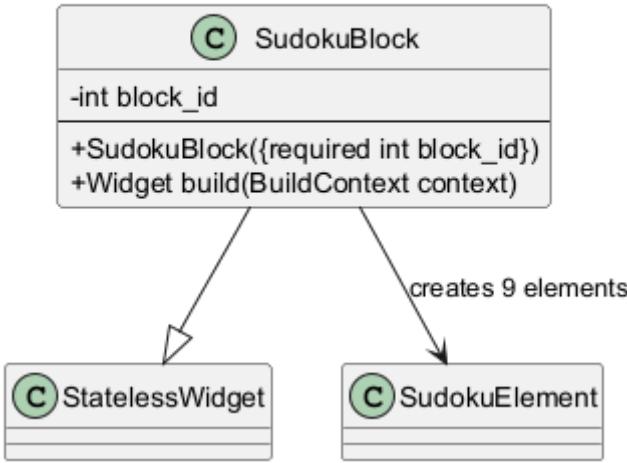


SizeConfig Class Diagram

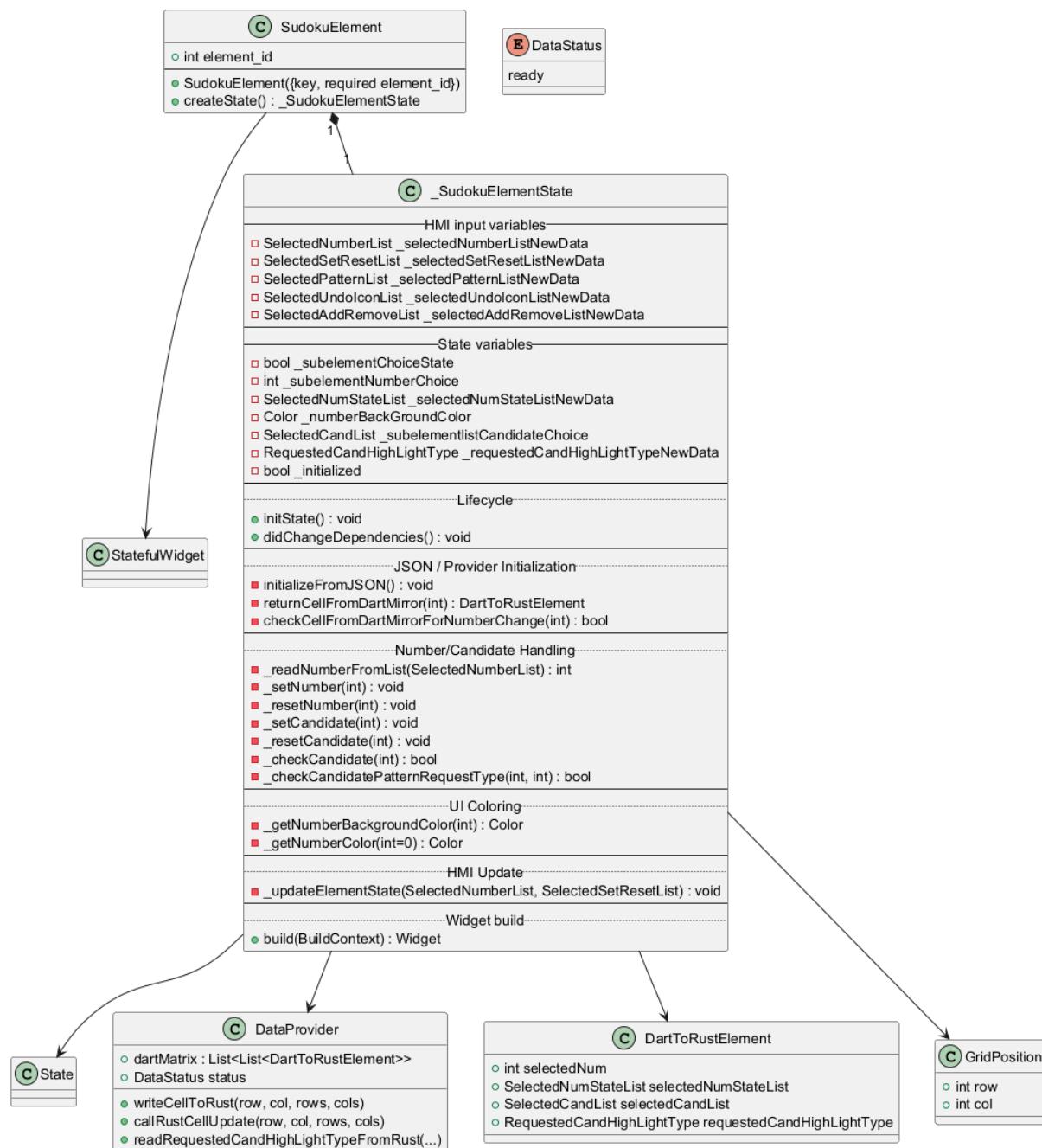




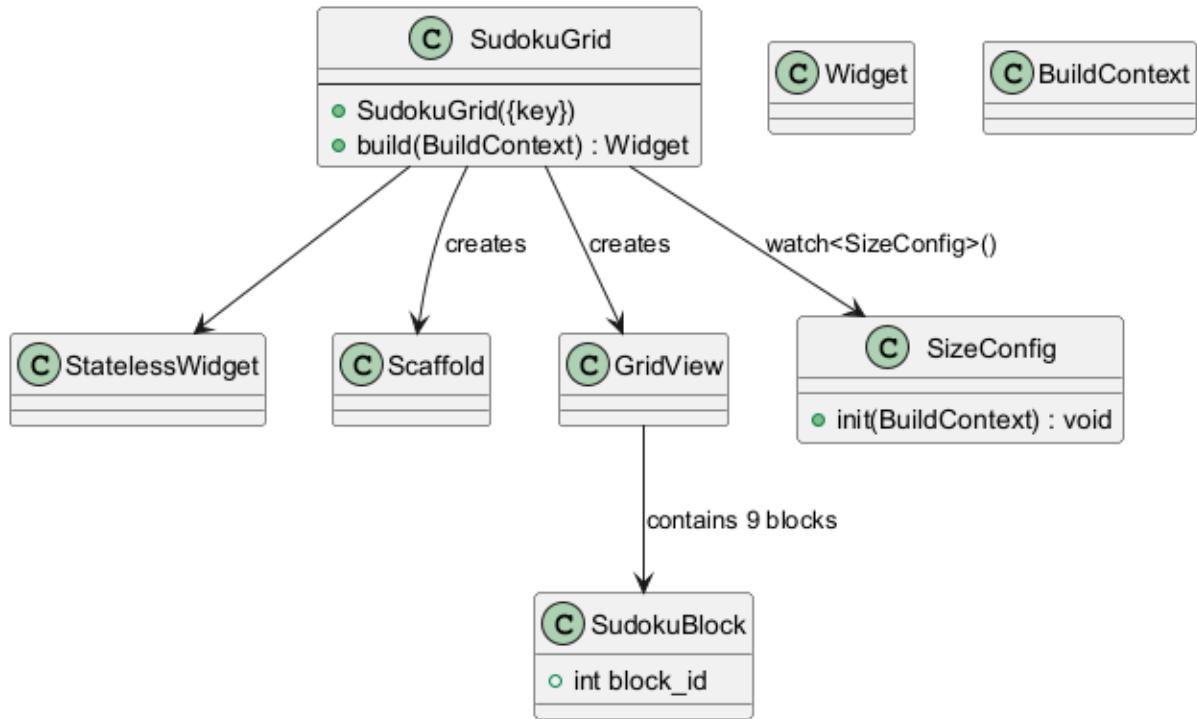
SudokuBlock Widget



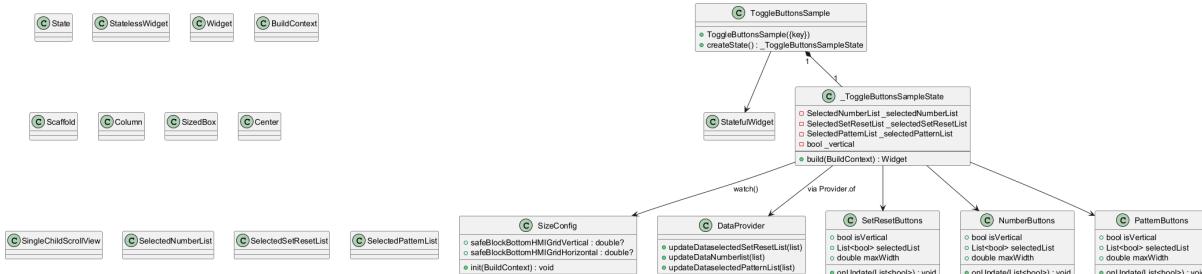
SudokuElement Class Diagram



SudokuGrid Class Diagram



ToggleButtonsSample Class Diagram



Unified Class Diagram - Sudoku UI Widgets

