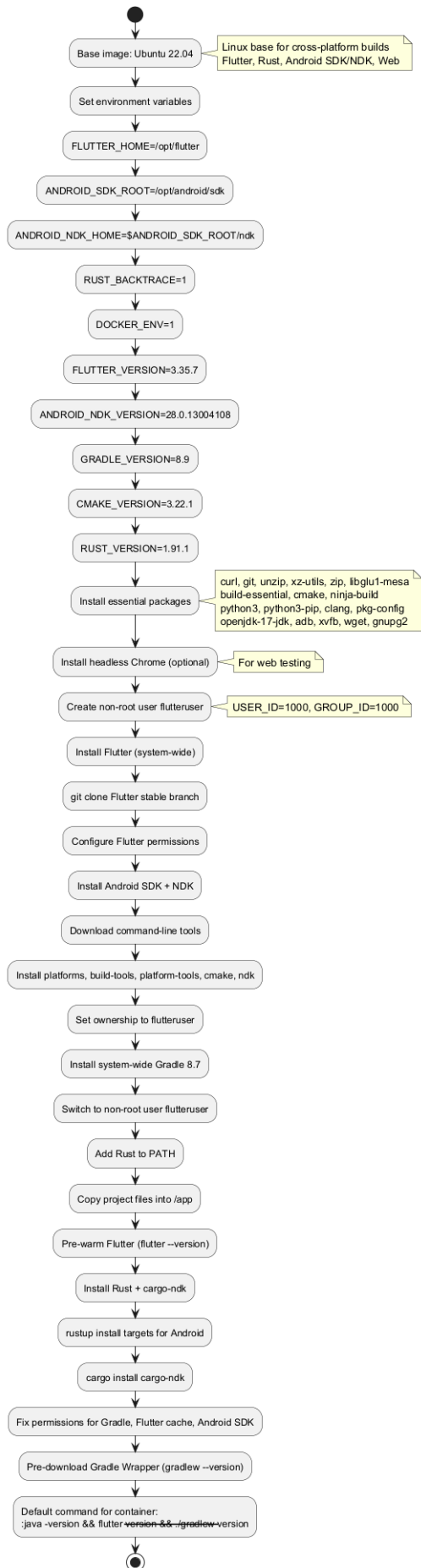
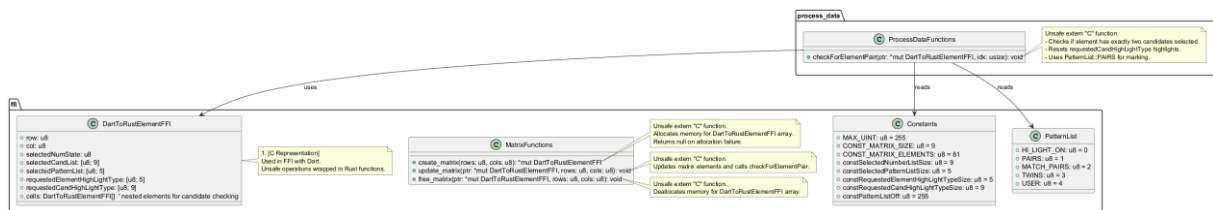
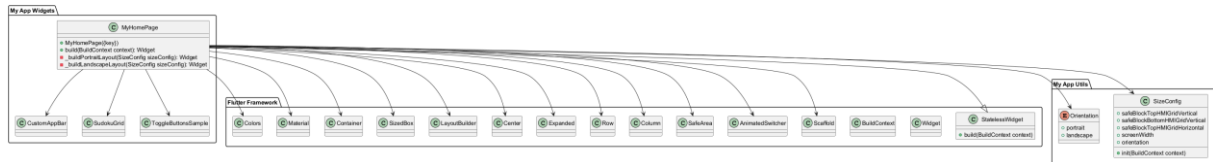


DataProvider Class Diagram



# Flutter + Rust + Android + Web Dockerfile Overview





[From rust\_matrix.puml (line 89) ]

@startuml

title Dart ↔ Rust FFI Architektur - Sudoku Solver

skinparam classAttributeIconSize 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

}

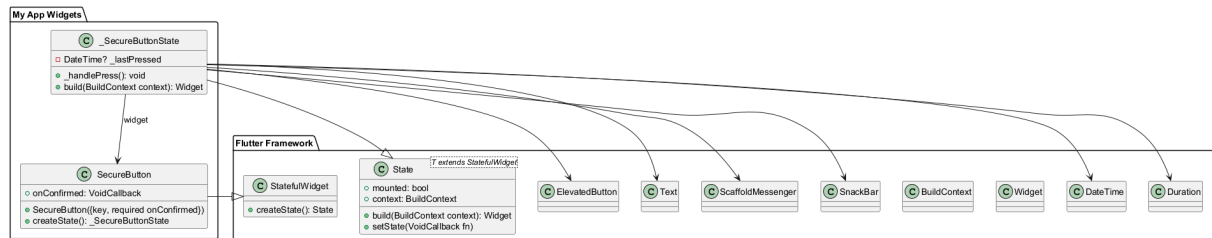
title C - Pointer & Memory Lifecycle (Dart ↔ Rust FFI)

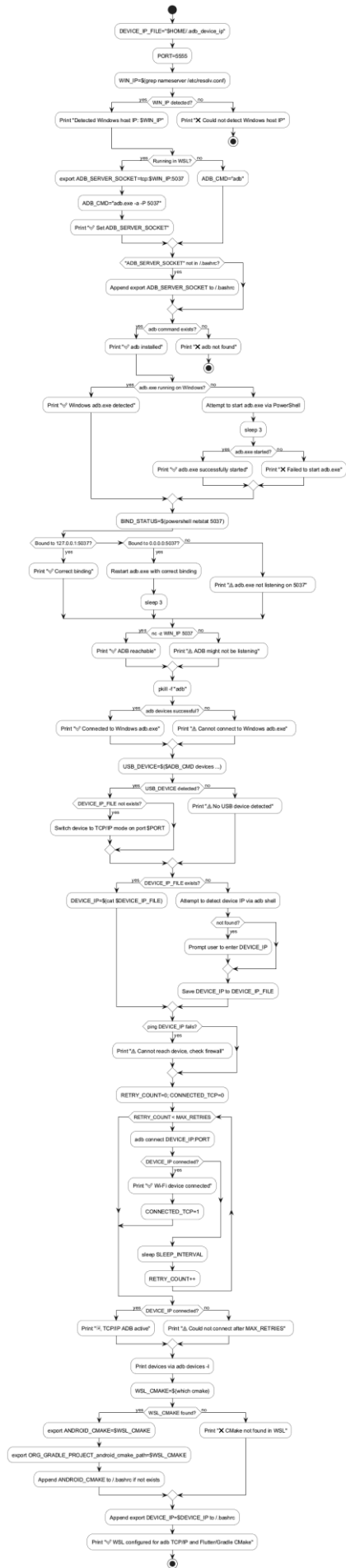
skinparam dpi 150

skinparam shadowing false

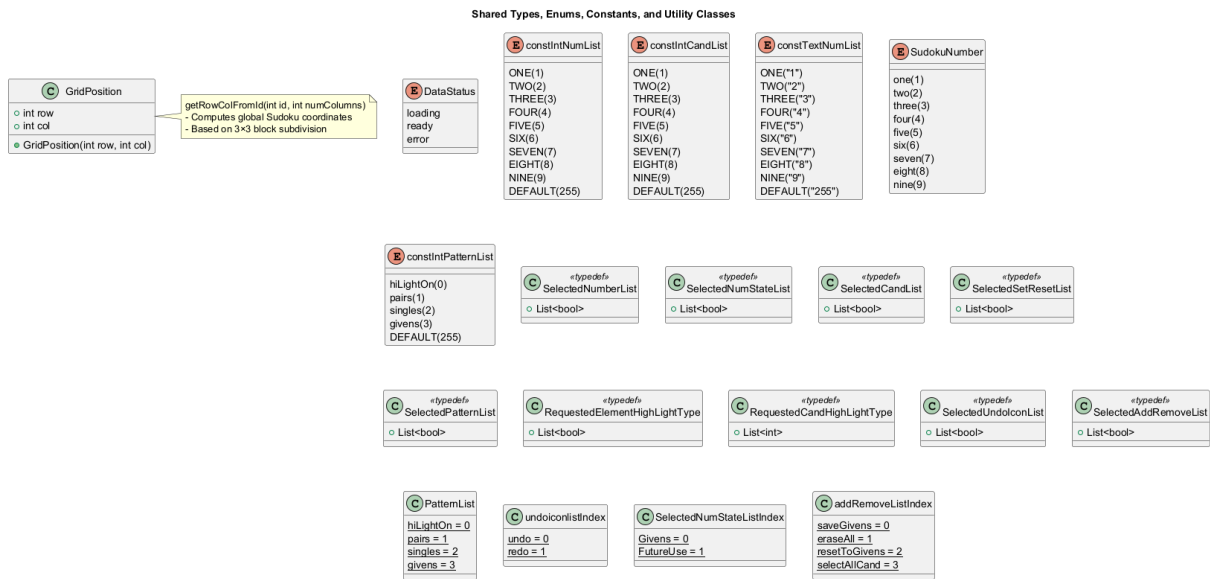
actor "Dart VM" as Dart

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



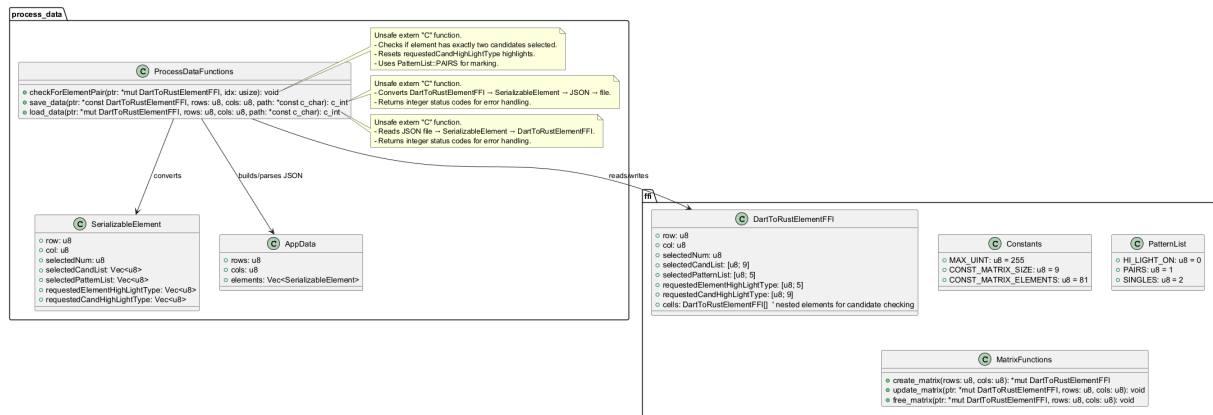




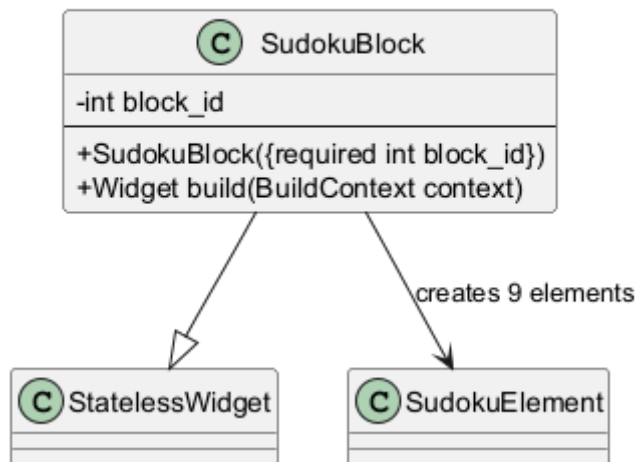


## SizeConfig Class Diagram

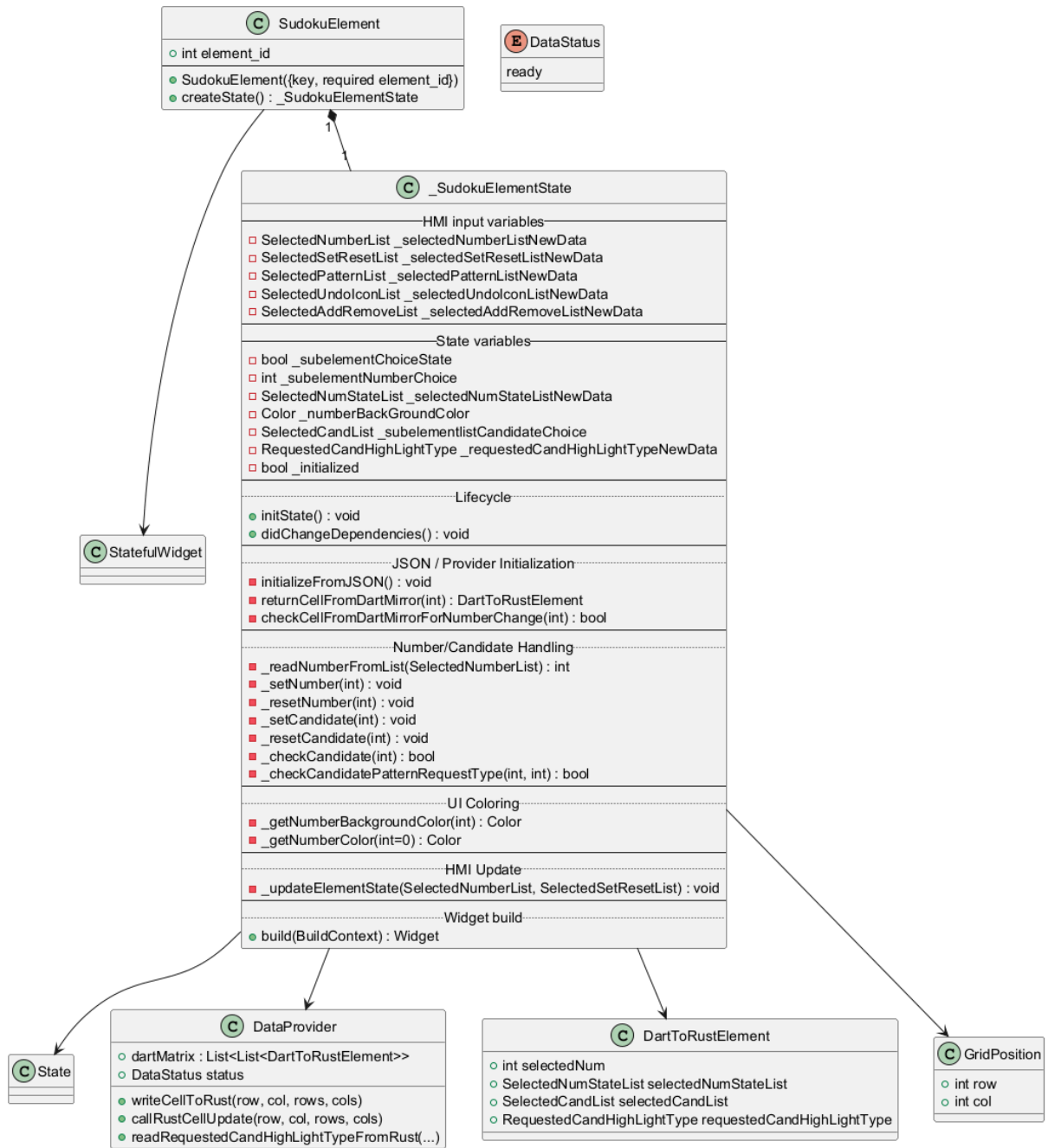




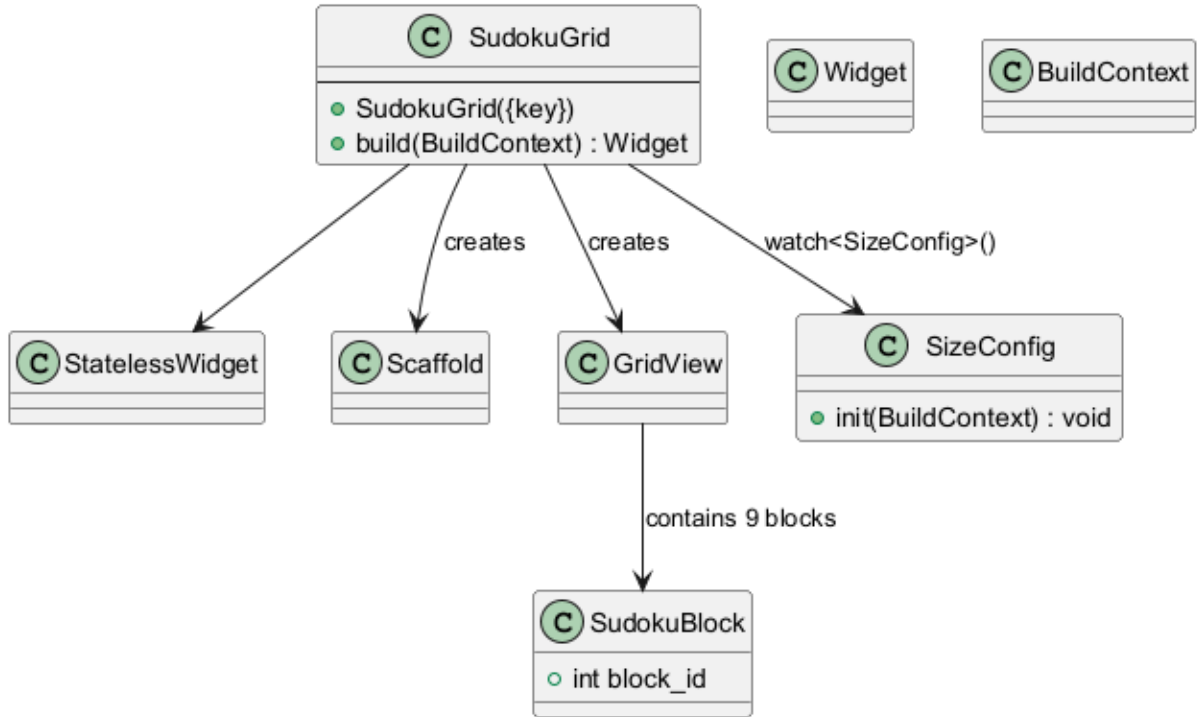
## SudokuBlock Widget



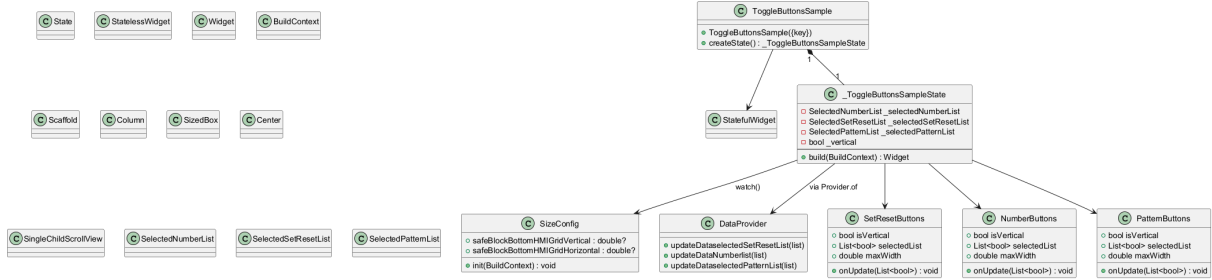
SudokuElement Class Diagram



## SudokuGrid Class Diagram



### ToggleButtonSample Class Diagram



### Unified Class Diagram - Sudoku UI Widgets

