Sudoku UML diagram

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Assignment #2 Programming II

SudokuInterface

+ SudokuGame: game

+main(): void

Validate

- flag: boolean

+ checkRow(row: int): boolean
+ checkColumn(column: int): boolean
+ checkValue(num: int): boolean
+ checkIfEmpty(row: int, column: int): boolean
+ checkIfNotRepeated(row: int, col: int): boolean

SudokuGame

- board: int[ ] [ ]
- sudokuFile: String
- SIZE_OF_BOARD: int
- Validate: val

+setBoard(): boolean
+getBoard(): boolean
+saveBoard(): boolean
+updateBoard(area: String, value: int):
+quitGame(): void
+undoLastMove(): void
+openFile(): void
+openFile(filename: String): void
+close(): void
+validateFileFormat(): boolean