```
«interface»
                    View
  setCellState(rowIdx: int,
               colIdx: int,
               state: CellState): void
  setRowClueState(rowIdx: int,
                  solved: boolean): void
  setColClueState(colIdx: int,
                  solved: boolean): void
  setPuzzleState(solved: boolean): void
  register(presenter: Presenter): void
                  Presenter
-model: Model
-view: View
+Presenter(model: Model, view: View)
+cellClicked(rowIdx: int,
             colIdx: int,
             primaryButton: boolean): void
                 «interface»
                   Model
 +getCellState(rowIdx: int,
               colIdx: int): CellState
 +setCellState(rowIdx: int,
               colIdx: int,
               state: CellState): boolean
 +aetNumRows(): int
 +qetNumCols(): int
 +getRowClue(rowIdx: int): int[]
 +getColClue(colIdx: int): int[]
 +isRowSolved(rowIdx: int): boolean
 +isColSolved(colIdx: int): boolean
 +isSolved(): boolean
```

