- For this homework I have used template pattern. There is an abstract class called SudokuSolver, which has a method called solve(). RecursiveBruteSudokuSolver, ExactCoverSudokuSolver and BackTrackingSudokuSolver extend the SudokuSolver class as a template and override it’s solve() method to implement their own version of solution to the Sudoku.

- Apart from this I have used observer pattern in the GUI elements in form of ActionListeners.