## Difficulty ExitButton ExitButton(String Message) Difficulty() actionPerformed(ActionEvent e) Sudoku SudokuStarter int hole Sudoku board SudokuPiece[] solution main() SudokuPiece[] quiz Sudoku(SudokuBoard b, int h) boolean play(int row, int col, int f) int SudokuHoles() SudokuPiece[] quizBoard() KeyPad SudokuButton request int size int Button size SudokuBoard KeyPadButton[] button int count KeyPad(SudokuButton r) SudokuPiece[][] board SudokuBoard() void initializeBoard() void shuffleRibbons() void transpose() SudokuPiece[][] getBoard KeyPadButton KeyPad pad SudokuPiece SudokuButton request int number int number SudokuPiece(int n) KeyPadButton(SudokuButton r, KeyPad p, int n) int valueOf() void actionPerformed(ActionEvent e)

## DifficultyButton

DifficultyButton(String s) actionPerformed(ActionEvent e)

## SudokuFrame

Sudoku sudoku
SudokuButton[][] button
int size
int Buttonsize
SudokuFrame(Sudoku s)
void update()

## SudokuButton

Sudoku sudoku
SudokuFrame view
int row
int col
SudokuButton(Sudoku s,
SudokuFrame v, int r, int c)
boolean next(int f)
void actionPerformed(ActionEvent e)