UML Diagram

Sudoku
Instance vars: private Cell[][] s **Methods:** public Sudoku() public boolean checkRow(int r) public boolean checkCol(int c) public boolean checkSquare(int r, int c) public boolean isFilled() public boolean solve() public boolean solveH(int c) public boolean addValue(int r, int c) public boolean removeValue(int r, int c) public String toString()

has-a

Cell
private int value private boolean original Methods: public Cell() public Cell(int newVal) public int getValue() public void setValue(int) public boolean originalSquare()