## PuzzleFrame PuzzleStarter extends JFrame SlidePuzzleBoard SlidePuzzleBoard board main PuzzleButton[][] button board PuzzlePiece[][] board Jlabel timerLabel int empty row Timer timer int empty col int elapsedSeconds boolean game on = false PuzzleFrame(SlidePuzzleBoard b) SlidePuzzleBoard() void update() PuzzlePiece getPuzzlePiece(int row int col) void finish() void createPuzzleBoard() void startTimer() boolean gameon() boolean gameOver() boolean move(int w) PuzzleButton StartButton PuzzlePiece extends Jframe extends Jframe implements ActionListener implements ActionListener int face\_value SlidePuzzleBoard board SlidePuzzleBoard board PuzzlePiece(int value) PuzzleFrame frame PuzzleFrame frame int faceValue() StartButton(SlidePuzzleBoard b, PuzzleButton(SlidePuzzleBoard b, puzzleFrame f) puzzleFrame f) void actionPerformed(ActionEvent e) void actionPerformed(ActionEvent e)