Class Diagram:

The solvePuzzle() function executes
these functions in this order:
1) getFileName()
2) checkFormat
3) executeSudokuAlgorithm

Where executeSudokyAlgorithm() executes
solve(), and solve() execute checkIfValid()

sudokuAlgorithm

\# numberOfSolutions: int
\# rawPuzzle: List<List<int>>

+solvePuzzle()
-getFileName(): bool
-checkFormat(): bool
\#print()
\#executeSudokuAlgorithm()
\#solve()
\#checkIfValid()

<<uses>>

fileHandler

+getFileName()
+readFileAsString()
+readFileAsArray()

sudokuNaiveDancingLinks

\#executeSudokuAlgorithm()
\#solve()
\#checkIfValid()

sudokuDancingLinks

\#executeSudokuAlgorithm()
\#solve()
\#checkIfValid()

sudokuRecursive

\#executeSudokuAlgorithm()
\#solve()
\#checkIfValid()

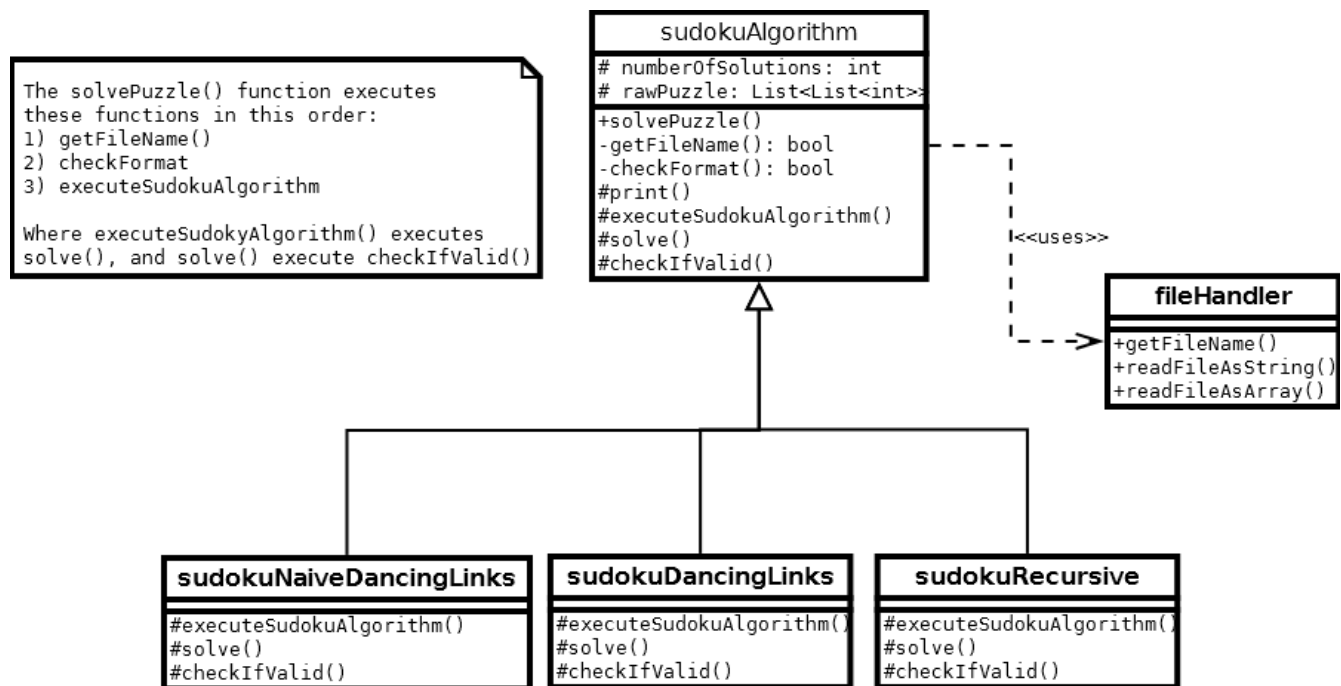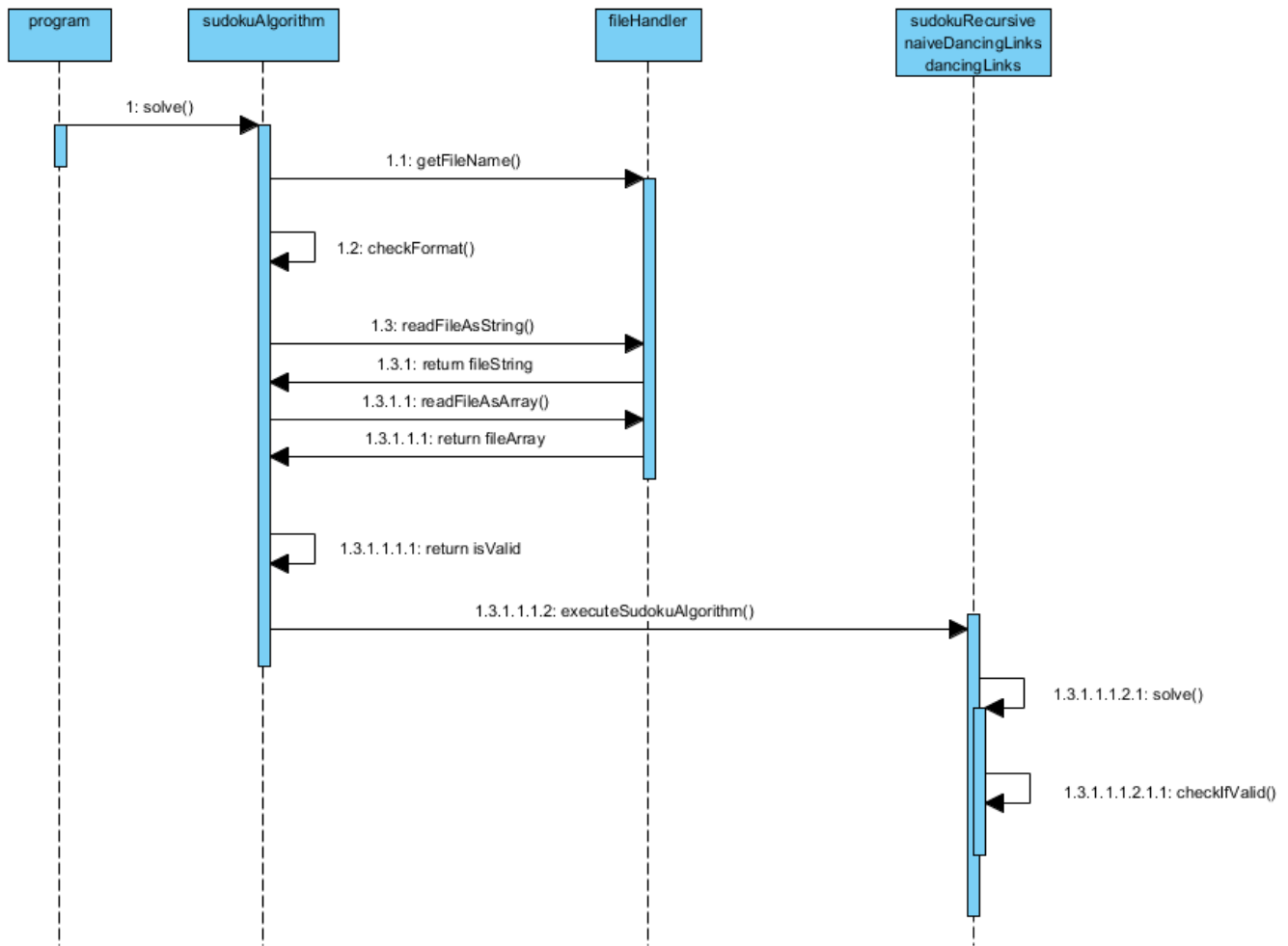## Sequence Diagram:

NOTE: Although all possible diagrams for the use of each algorithm is the same, it is important to note that all algorithms are different.