CellLogic

-row : int $\{readOnly\}$

-col : int {readOnly}

-type : CellType = CellType.EMPTY

-group : int

-isSolutionStar: boolean

-drawlcon : boolean

-changeType(rightClick : boolean)

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PuzzleLogic

-gridSize : int = 10

-numStars : int = 0
- board : CellComponent[][]

-regions : List<List<CellComponent>>

+setPuzzle(puzzle: CreatePuzzleLevelDTO)

 $+ on Click (c: Cell Component, \ right Click: boolean, \ visible: boolean)$

+checkBoard(visible : boolean)

-checkRow(boolean : visible, current : CellComponent) : boolean -checkCol(boolean : visible, current : CellComponent) : boolean

-checkRegions()

-markAdiacent(current : CellComponent)

-clearAdjacent(current : CellComponent)

..

board $\sqrt{1..*}$ regions $\sqrt{1..*}$ {List<List>>}

CellComponent

-logic : CellLogic {readOnly}

-sx : double -sv : double

-sw : double

#isInside(x : double, y :

double) : boolean

+onClick(rightClick : boolean)