# UML Class Diagram for Final Assignment 2IP20 (2007)

Unit Base (2)

**TPuzzle**
Name

1

Box

1

Stock

1

1

**TBox**
RowCount
ColCount

**TBagOFPieces**

1

FList

1

Cells
{2D}

*

1..*

Piece

0..1

**TCell (r)**
State: TCellState

Placement

0..*    0..1

**TPlacement**

1

**TPiece**
Name
Color
Multiplicity

0..1

0..1

TCellState =
(csFree,
csOccupied,
csBlocked)

Position

Orientation

FOrientations

1

1..*

1

**TOrientation**

0..1

FPositionList

1

1

**TPosition (r)**
Row
Col

1..*    0..1

**TPositionList (a)**

# Legend

**Class Name**
Attribute
Attribute
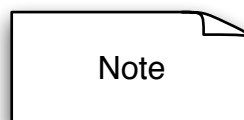
(r) = record
(a) = array

Note
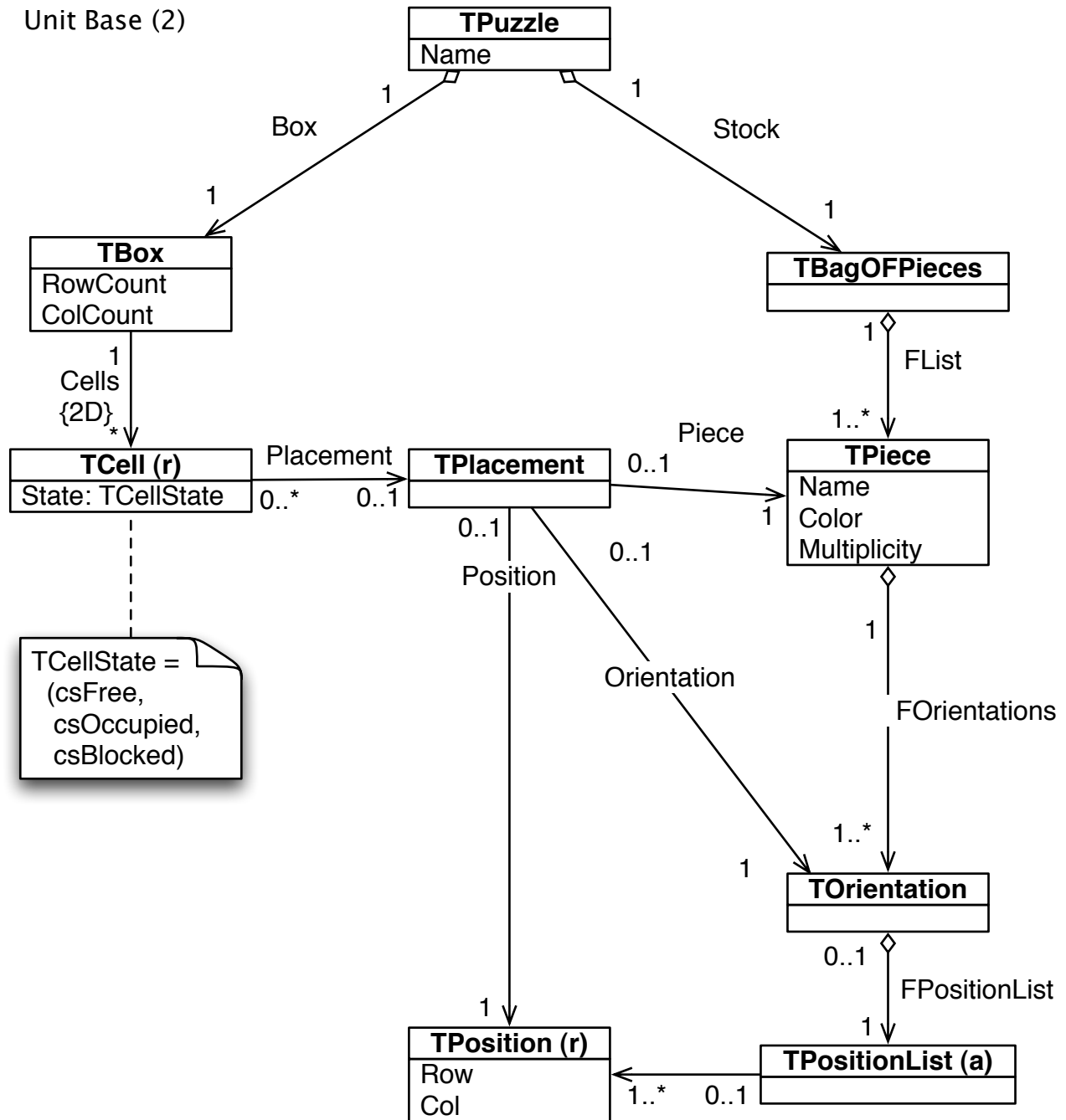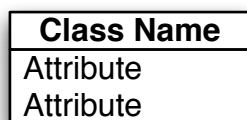
Association
─────────────
with multiplicities

Navigability
──────────→

Ownership of instances
◇────────────