Day 1, Thursday 1/3/19

I created the Block class that controls the methods of a single cell. It is a 3X3 array list of Strings and each item represents a number in the cell. I created a contains method which returns true if the Block already has the number and false otherwise. Then I created the add and remove method which will allow the user to edit if their insertion follows the rules of the game as given by the contains method. I then created a toString() which formats the array into a block of a Sudoku puzzle. I did a soft test on the Block class and everything seems to be working. I will probably run a more extensive test on Saturday.

Day 2, Friday 1/4/19

I created the Grid class which is a collection of 9 blocks and represents the entire Sudoku puzzle. It is a 3X3 array list of Blocks and has the same methods as the Blocks class. The main difference between the Blocks and Grid Class is that the contains method for the Grid class checks if the number being placed is already in the row or column the user is trying to place it in. Add and Remove methods call on their parent methods with the condition that the insertion returns false for contains. Testing revealed that my contains method is flawed and will need to be worked on. On Sunday, I will begin the Sudoku class which will serve as the interface for the user.