PuzzlePiece

-pieceID: String
-puzzleName: String

+PuzzlePiece(): void
+PuzzlePiece(String pieceID, String puzzleNam): void
+setPieceID(String pieceId): boolean
+setPuzzleName(String puzzleNam): boolean
+getPieceID(): String
+getPuzzleName(): String
+generatePieceIcon(): Icon
+toString(): String
+equals(PuzzlePiece compPiece): boolean

Puzzle

~MAX_ROWS: int
~MAX_COLUMNS: int
-numRows: int
-numColumns: int
-puzzleName: String
 -puzzleArray: PuzzlePiece[1..*][1..*]

+Puzzle(): void
+Puzzle(int rowsNum, int columnsNum, String puzzleNam): void
+getNumRows(): int
+getNumColumns(): int
+getPuzzleName(): String
+setNumRows(int rowNum): boolean
+setNumColumns(int colNum): boolean
+setPuzzleName(String puzzleNam): boolean
+fillWithDefault(): void
-convertNumToAlpha(int colNum): String
+getPieceAt(int row, int col): PuzzlePiece
+setPieceAt(int row, int col, PuzzlePiece piece): boolean
+scramble(): void
+equals(Puzzle compPuzzle): boolean

OriginalPicGUI

-puzzleName: String

+OriginalPicGui(String pzlNam): void
+run(): void

PuzzleBoard

+masterPuzzlePanel: JPanel
+piecesPanel: JPanel
+puzzlePanel: JPanel

+PuzzleBoard(String title, int rows, int columns): void

FinalProject

~chosenPiece: PuzzlePiece
~swapPiece1: PuzzlePiece
~swapPiece2: PuzzlePiece
~playedPieceRow: int
~playedPieceCol: int
~swapPiece1Row: int
~swapPiece1Col: int
~swapReady: boolean
~swapPiece1Chosen: boolean
~puzzleGame: PuzzleBoard

+main(String[]args): void
+endGame(): void