





<div> SudokuPuzzle</div>
<div>- puzzle : Board</div> <div>- solution : Board</div>
<div>+ SudokuPuzzle()</div> <div>+ SudokuPuzzle(solution : Board)</div> <div>+ guess(row : int, col : int, cell : int) : boolean</div> <div>+ toString() : String</div>

<div> CommandLineUI</div>
<div>+ getUserCoordinate() : Coordinate</div> <div>+ getUserCellNumber() : int</div> <div>+ main(args : String[])</div>

<div> SudokuBoard</div>
<div>- cells : ArrayList<ArrayList<Integer>></div>
<div>+ SudokuBoard()</div> <div>+ SudokuBoard(board : String)</div> <div>+ getCell(row : int, col : int) : int</div> <div>+ getCell(coord : Coordinate) : int</div> <div>+ setCell(row : int, col : int, cell : int)</div> <div>+ setCell(coord : Coordinate, cell : int)</div> <div>+ generateBoard()</div> <div>+ generatePuzzle() : Board</div> <div>- solutionCount() : int</div> <div>- getRandomNumbers(n : int) : int[]</div> <div>+ getContradictions() : ArrayList<Coordinate></div> <div>+ isValid() : boolean</div> <div>+ isFull() : boolean</div> <div>- isValidCell(row : int, col : int) : boolean</div> <div>- isValidCell(coord : Coordinate) : boolean</div> <div>- isValidRow(row : int) : boolean</div> <div>- isValidRow(coord : Coordinate) : boolean</div> <div>- isValidCol(col : int) : boolean</div> <div>- isValidCol(coord : Coordinate) : boolean</div> <div>- isValidBox(row : int, col : int) : boolean</div> <div>- isValidBox(coord : Coordinate) : boolean</div>

<div> Coordinate</div>
<div>- row : int</div> <div>- col : int</div>
<div>+ Coordinate(row : int, col : int)</div> <div>+ getRow() : int</div> <div>+ getCol() : int</div> <div>+ toString() : String</div>