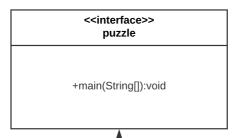
UML Class

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pitcherPuzzle

+pitchers: int
+cap[]: int
+level[]: int
+ y: int
+input: String
+goal: int
+s: int
+pick: String
+function: char

+pitcher1 : int +pitcher2 : int +choices : ArrayList<String>

+pitcherPuzzle()
+disp(int[]):void
+fill(int, int, int[]):void
+empty(int,int[]):void
+pour(int,int,int,int]):void
+dispChoices(int[],int[]):ArrayList<String>
+check(int[],int[],int[]):boolean
+game():void

eightPuzzle

+maze[]]: int +myObj: File +data: String +x,y: int +r,c: int +s: String

+eightPuzzle()
+disp(int[]]):void
+check(int[]]):boolean
+game(String):void