UML Class

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<<interface>>
puzzle

+main(String[]):void

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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,int[]):void
+dispChoices(int[],int[]):ArrayList<String>
+check(int[],int[],int[]):boolean
+game():void

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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