

Model

SlidingBoard		
static methods	create_board(numbers)	returns square board created from the given list
	create_init_board(size)	returns a randomly shuffled list of integers 0 through size * size - 1
	create_goal_board(size)	returns a list of integers, 1 through size * size - 1, then 0
constructor	SlidingBoard(size)	creates a sliding board (argument: size -- integer > 1)
property	board	its current board
attribute	__empty	position of empty slot
methods	find_position(num)	returns the position where num is at
	move(pos)	moves the number at pos to empty slot
	print_board()	prints its board in command window

Controller

SlidingPuzzleController		
constructor	SlidingPuzzleController(size)	creates a sliding board puzzle controller (argument: size -- integer > 1)
attributes	__slider	SlidingBoard object
	__goal	goal board
	__size	board size in integer > 1
method	play()	plays sliding puzzle game

main()
SlidingPuzzleController().play()

View

Reader		
static method	get_number(size)	gets from player a number from 0 to size * size - 1 and returns it in integer