

Team KramERICA Industries

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CSC 335 Final Project – Objects

Class Name	Description/Functionality
User	Holds user info and statistics
AccountController	Controls user login/logout, saves data to user account
Cell	Holds correct number, whether number is permanent (given), or user entered, correct or incorrect, and game notes from user
Grid	Collection of cell objects to make up 9x9 sudoku grid
Game	Handles validity of moves, whether puzzle is completed, hints for game, and generation of new puzzles before a new game is started
LoginPanel	UI component that handles GUI for login/user info and statistics
GamePanel	UI component that displays the game and statistics to the user, including the grid, timer, etc.
SudokuGUI	Interactive GUI holding the board, contains the main method to run the app