DatabaseLoader +getUser():User +updateUser(user:User):void +getBoard(boardID:String):Board **Board** -id: int -squares:HashMap(Point, -notAccessible: List<String> Square) {point is upper left +updateNextPuzzle():void corner of the square} +getCompletedList():List<String> -sections:List<List<Point>> +getNextPuzzle():String -rows:int +getPlayerRank():String -columns:int +updateSquare(point:Point, state:String):void +getID():int +isComplete():bool -state:String {none, "dot", "star"} ← +getSectionBoundaries(): List<Line> -isStarValid:bool = true 1.* +clearBoard(): void #setState(state:String): void +getSolution():List<Point> +getNumStars():int

User

Square

-id: String