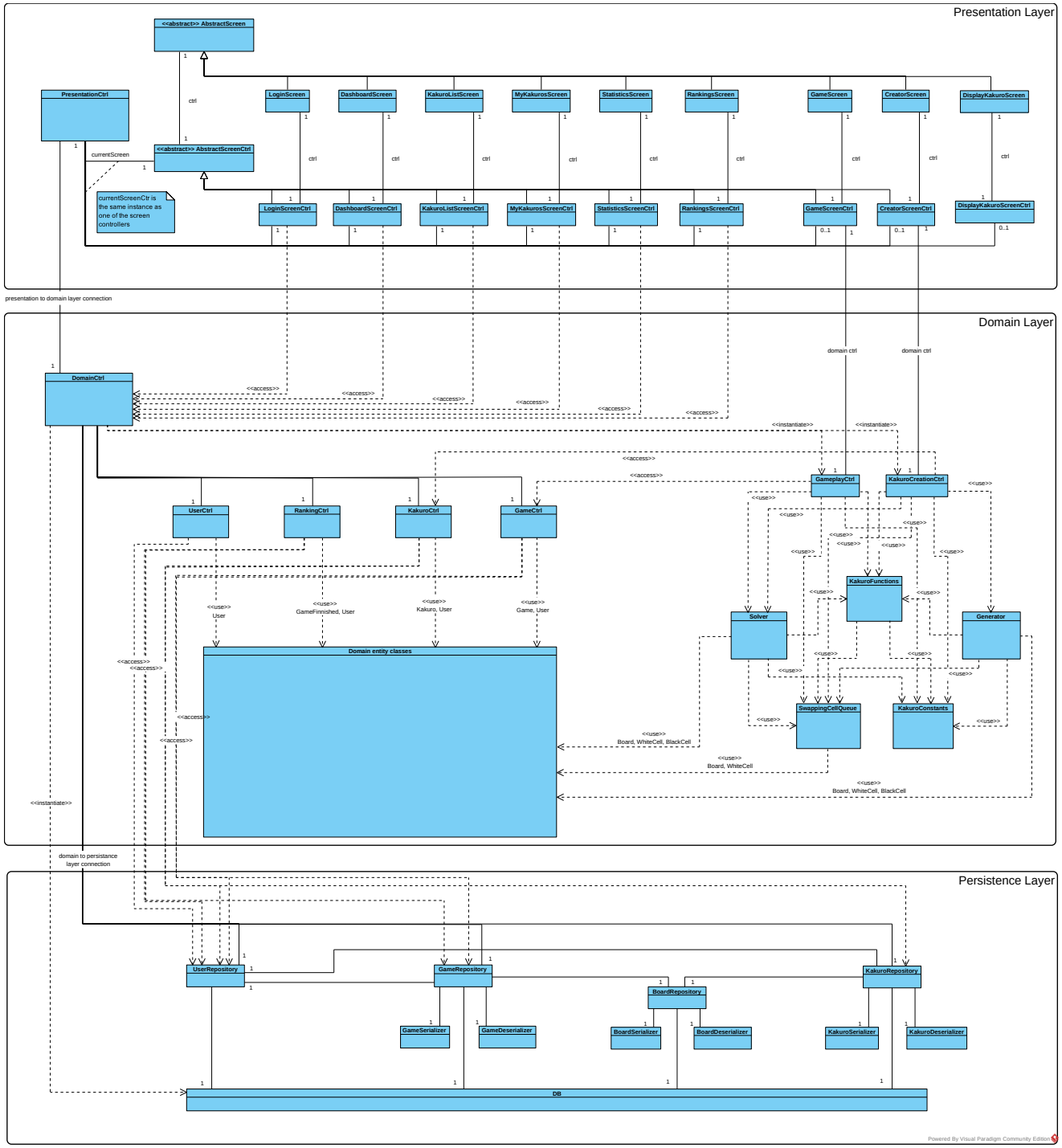
Presentation Layer
<<abstract>> AbstractScreen
PresentationCtrl
ctrl
currentScreen
<<abstract>> AbstractScreenCtrl
currentScreenCtr is the same instance as one of the screen controllers
LoginScreen
DashboardScreen
KakuroListScreen
MyKakurosScreen
StatisticsScreen
RankingsScreen
GameScreen
CreatorScreen
DisplayKakuroScreen
LoginScreenCtrl
DashboardScreenCtrl
KakuroListScreenCtrl
MyKakurosScreenCtrl
StatisticsScreenCtrl
RankingsScreenCtrl
GameScreenCtrl
CreatorScreenCtrl
DisplayKakuroScreenCtrl
presentation to domain layer connection
Domain Layer
DomainCtrl
<<access>>
<<instantiate>>
domain ctrl
GameplayCtrl
KakuroCreationCtrl
UserCtrl
RankingCtrl
KakuroCtrl
GameCtrl
<<use>>
User
GameFinnished, User
Kakuro, User
Game, User
Domain entity classes
KakuroFunctions
Solver
Generator
SwappingCellQueue
KakuroConstants
Board, WhiteCell, BlackCell
Board, WhiteCell
domain to persistance layer connection
Persistence Layer
UserRepository
GameRepository
KakuroRepository
BoardRepository
GameSerializer
GameDeserializer
BoardSerializer
BoardDeserializer
KakuroSerializer
KakuroDeserializer
DB
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