

Nine Box Puzzle - CRC

PlayArea	
<i>Responsibilities</i>	<i>Collaborators</i>
Initialize Game Engine Draw Boxes Initialize Event Handler Show Moves Count	Box GameEngine EventHandler

GameEngine	
<i>Responsibilities</i>	<i>Collaborators</i>
Check Valid Moves Check Winning Status Make Moves Generate Random Boxes Count Moves	Box PlayArea PlayerData

Box	
<i>Responsibilities</i>	<i>Collaborators</i>
House a unique number	PlayArea GameEngine EventHandler

EventHandler	
<i>Responsibilities</i>	<i>Collaborators</i>
Call the appropriate function on an action	Box GameEngine

Statistics	
<i>Responsibilities</i>	<i>Collaborators</i>
Display Player's Data	PlayerData

MainView	
<i>Responsibilities</i>	<i>Collaborators</i>
Start a Game Show Statistics	PlayArea Statistics

PlayerData	
<i>Responsibilities</i>	<i>Collaborators</i>
Stores Player's Data	Statistics GameEngine