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| <<Java Class>> GUIController (default package) | |
| <ul style="list-style-type: none"> GUIController() main(String[]):void getBoard():SudokuBoard getGeneratedBoard():SudokuBoard | |

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| <<Java Class>> GUI (default package) | |
| <ul style="list-style-type: none"> frame: JFrame pane: Container frameSize: Dimension gridInsets: Insets left: JPanel right: JPanel | |
| <ul style="list-style-type: none"> GUI() initialise():void createLeft9x9():JPanel createRight9x9():JPanel updateLeft9x9():JPanel updateLeft9x9WithInput(String):JPanel setPuzzle(SudokuBoard):void updateRight9x9():JPanel | |

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| <<Java Class>> GenerateSudoku (default package) | |
| <ul style="list-style-type: none"> MAX_NUM_COLUMNS: int MAX_NUM_ROWS: int | |
| <ul style="list-style-type: none"> GenerateSudoku() getBoard():SudokuBoard generateRandomBoard():SudokuBoard | |

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| <<Java Class>> SudokuBoard (default package) | |
| <ul style="list-style-type: none"> sBoard: int[] | |
| <ul style="list-style-type: none"> SudokuBoard() SudokuBoard(int[]) printBoard():void equals(Object):boolean getBoardArray():int[] getCellNum(int,int):int setCellNum(int,int,int):void setZero(int,int,int):void copy():SudokuBoard | |

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| <<Java Class>> SudokuFileReader (default package) | |
| <ul style="list-style-type: none"> board: int[] MAX_NUM_COLUMNS: int MAX_NUM_ROWS: int | |
| <ul style="list-style-type: none"> SudokuFileReader() readInFile():SudokuBoard readInFile(String):SudokuBoard | |

