



- -cells : ArrayList<ArrayList<JButton> -keypadButtons : ArrayList<JButton>
- -btnAutofill: JButton +FrameGame(JFrame,int)
- -startNewGame(int,PuzzleControl): void

«Interface»

ActionListener

- -cellClicked(int,int,PuzzleControl): void
- -keyPressed(int,PuzzleControl): void -loadHint(int,int,PuzzleControl): void
- -autoFill(PuzzleControl: void
- -checkIfPuzzleComplete(PuzzleControl): boolean
- +goBackToMainMenu(): void