Puzzle main() NewGameAction PuzzleModel ActionPerformed(ActionEvent e) PuzzleGUI ROWS COLS _puzzleGraphics fitness_score _emptyTile getFace(int row, int col) <<Interface>> reset() ActionLister _contents fitnessFunction1() get_position(int num) fitnessFunction2() fitnessFunction3() MoveTile(int r, int c) SolveAction IsLegalRowCol(int r, int c) exchangeTiles(int r1, int c1, ActionPerformed(ActionEvent e) int r2, int c2) checkEmpty(int r, int c, int Graphics panel rdelta, int cdelta) JPanel isGameOver() ROWS COLS CELL_SIZE Tile _biggerFont paintComponent(Graphics g) _row mousePressed(MouseEvent e) MouseListner _col mouseClicked(MouseEvent e) _face mouseReleased(MouseEvent e) mousePressed(MouseEvent e) setFace(String newFace) mouseEntered(MouseEvent e) mouseClicked(MouseEvent e) mouseExited(MouseEvent e) getFace() mouseReleased(MouseEvent e) isInFinalPosition(int r, int mouseEntered(MouseEvent e) c) mouseExited(MouseEvent e)