Tile

- id : String
- idNorth : String
- idSouth : String
- idEast : String
- idWest : String
- + getId(): String
- + getIdNorth(): String + getIdSouth(): String
- + getIdEast(): String
- + getIdWest(): String

Puzzle

- numRow : intnumCol : int
- strategy : SolverStrategy
- + getNumRow(): int
- + getNumCol(): int
- + getStrategy(): SolverStrategy
- + setNumRow(numRow : int) : void
- + setNumCol(numCol:int):void
- + setStrategy(s : SolverStrategy) : void
- + solvePuzzle(): void
- + convertToArrayList(): ArrayList
- + showPuzzleTerminal(): void

TileCharacter

- character : char
- + getCharacter() : char

PuzzleCharacter

- puzzleCharacterToSolve : HashMap
- puzzleCharacterSolved : Tile[][]
- + getPuzzleElementToSolve(): HashMap
- + getPuzzleElementSolved(): Tile[][]
- + setPuzzleElementSolved(r:int, c:int, t:Tile): void
- + showPuzzleTerminal(): void
- + convertToArrayList() : ArrayList
- + solvePuzzle(): void