Game

```
public static void main ( String [ ] args ) {

SlidePuzzzle puzzle = new SlidePuzzle ( )

puzzle.run ( )
```

Position

```
int row

int column

Map <Integer, Integer > holePosition

void setHolePosition (String position )

Map < Integer, Integer > getHolePosition ( )
```

Board

```
int size

int [ ] [ ] matrix

createBoard ( )

shuffle ( )

print ( )

getShuffle ( )
```

SlidePuzzle

```
run ( ) {

scanner new Scanner (System.in)

Board puzzle = new Board ( )

puuzle.shuffle ( )

puzzle.print ( )

position.setHolePosition ( )

movement.moveZero ( )

}
```

Movement

```
Position position

String direction

boolean isValidMovement ( )

String posibleMovements ( )

void moveZero ( board, movement )

String findZero ( board )

toString ( )
```