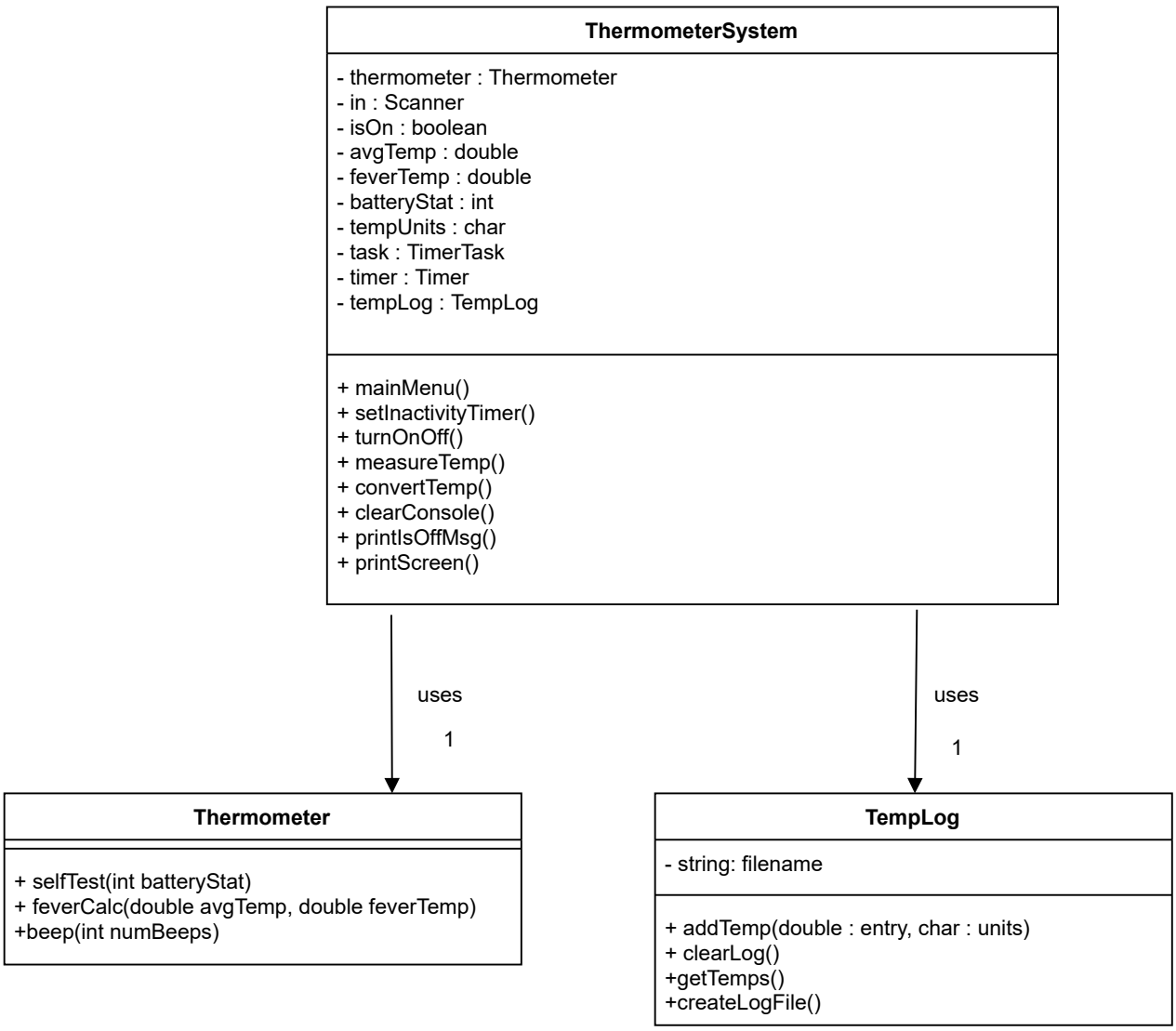
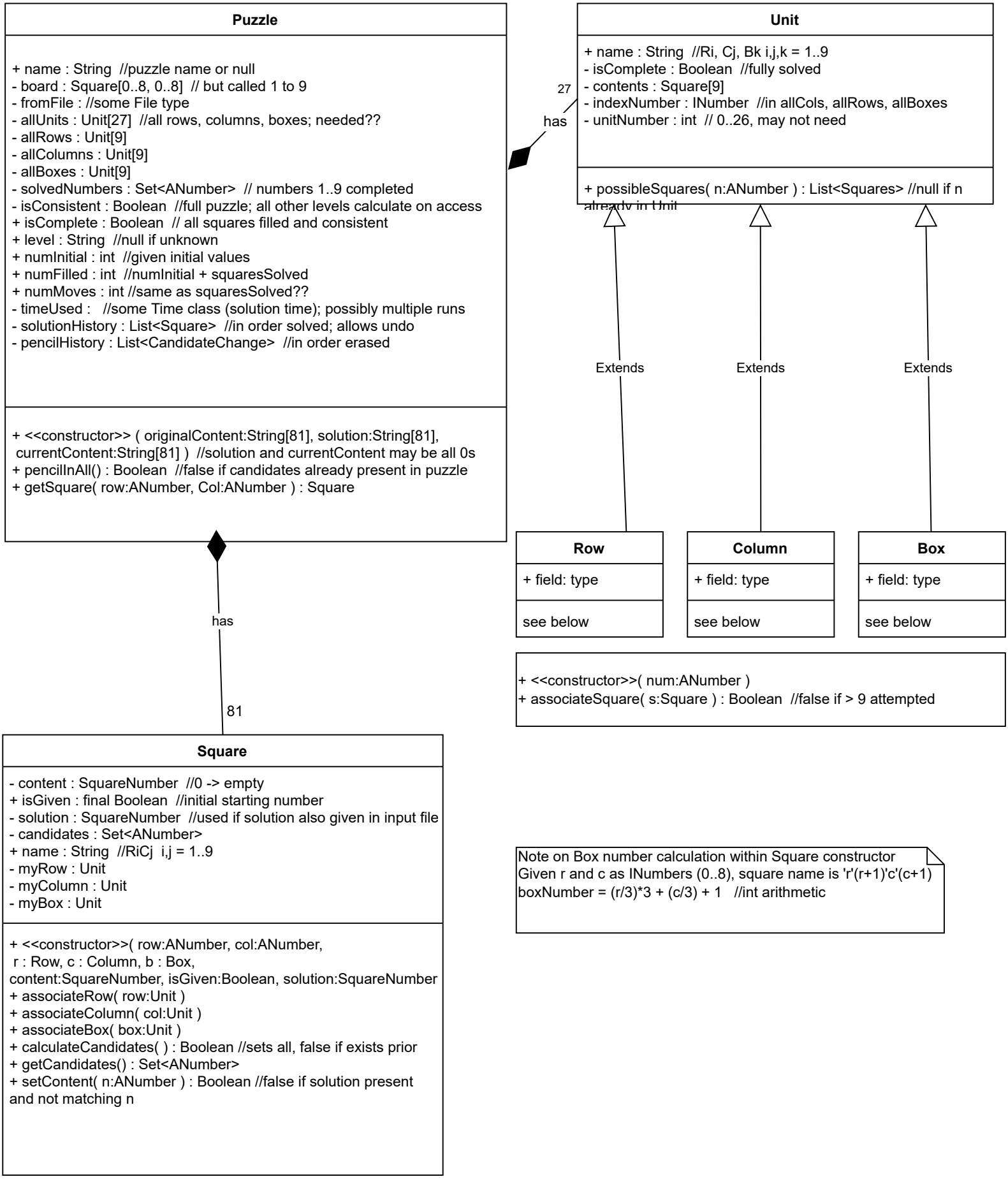
Thermometer Complete UML Class Diagram



Sudoku Analyzer UML Class Diagram, page 2 (see notes below diagram)
version 1 (partial)



Notes:
1. Based on SudokuAnalyzerDomainDiagramv2
2. Includes only subset of classes at this time (focus on puzzle components only)
3. Use of <<constructor>> is alternative to CreateXyz(...) method name

Details:
1. ANumber 1..9 (value for square); INumber 0..8 (internal index to row, column, box arrays); only indexes are 0.., all other are 1..; opportunities for off-by-one abound?!
2. SquareNumber 0..9 (ANumber and zero for empty square)
3. Not yet sure if need Row, Column, Box or just Unit
4. Squares, Boxes, Rows, Columns are called and named by ANumber values (starting with 1)
5. Consistency is all rules met; only full Puzzle has attribute; updated after every solution square. Other components check consistency on demand (method to be specified in class diagram)
6. Associations between Puzzle, Unit, Square will all be implemented as final (don't change once set up)
7. CandidateChange is {Square, ANumberRemoved)