Execution Architecture for a Simple Sudoku Game

I would like to see a picture. If it were going to be split between 2 hosts? what would the split look like?

Overview

The execution architecture for the Sudoku game will focus on:

1. a single computer
2. with a single process
3. running as a single-threaded system

Hardware

For the computer hardware, in general, any computer capable of running a Java application will suffice.

In practice, a computer must have a Java Virtual Machine capable of running compiled Java 1.7 code.

Process

The Sudoku game will have a single process, ~~accessed via a main method.~~ *with a main thread.*

The Gui is event-driven. It is backed by the system event process, but you don't directly control it.

Thread

The Sudoku game will have a single thread for operations, leading to only synchronous calls. *What does this mean? procedure call connectors?*

Not much more to say about it, is there?

logging s/t for j?