EXECUTION Architecture Document

Lori Gildersleeve  
Cody Nelson  
Jennifer Martin

**Execution Architecture for a Simple Sudoku Game**

**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.

**Thread**

The Sudoku game will have a single thread for operations, leading to only synchronous calls.