EXECUTION Architecture Document

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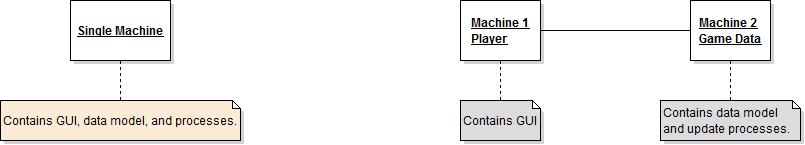
**Execution Architecture for a Simple Sudoku Game**

**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

**Deployment Views**



Single Machine View versus Multiple Machine View

**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.

**Processes**

The Sudoku game will have a single process with a main thread. The GUI is event-driven. It is backed by a system event process; however, there is no direct control over it.

**Threads**

The Sudoku game will have a single thread for operations, leading to only synchronous calls. When one thread is in use, calls can only proceed in the order they are received, and no race conditions will apply.