Interface Control Document

Lori Gildersleeve  
Jennifer Martin  
Cody Nelson**Interface Control for a Simple Sudoku Game**

**Overview of Connectors**

The Sudoku game will have three types of connectors:

1. event connectors to handle user input
2. procedure connectors to handle logic
3. data access connectors to handle state/model requests

The event connectors will link to the graphical user interface. They will handle input events from the user, as well as connecting the GUI to the verification logic via the Verify/Solve button.

The procedure connectors will handle calls within the verification logic component. This will be handled primarily via method calls.

The data access connectors will link the data model and data store to the GUI and verification logic.