# Program structure

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**User**

creates puzzles

inputs commands

visually selects points by clicking them
views the animation

**GeoGebra**

**Twisty puzzle program
Console Interface**

**Web based Animation
Displays puzzle**

saves
files

Initializes the
puzzle class

executes methods
of this class

Controls all changes in animation
gets click events from animation

**Puzzle Class**

Initializes the AI class
executes methods of this class
requests AI actions

**AI Class
trains Q-table
trains Neural Network**

loads puzzle
info from
.ggb file

creates files
loads info from files

saves AI info in files
loads AI info from files

**Geogebra Files
containing 3D Points**

**.xml files
storing puzzle data**

**some files
storing AI data**