

Design Models

1. Use one of the UML Structure Diagrams as a Design Artifact for EECS 348 Assignment 2.
2. Identify the UML Structure Diagram you are using.

Executive

file = filename : txt file

- parse_grid (lines : text)

- load_puzzle ()

- print_grid (grid : array)

run (self file : text : string)

puzzle Solver

grid : array : string

filename : txt file

solutions : array

find_empty (grid : array)

is_valid (grid : array, row : int, col : int, num : 1-9)

solve (grid : array) - recursive

- 1.
2. UML Class Diagram