Board
int board[][] boolean isModifiable[][]
int length() int getTile(int, int) boolean isModifiable(int, int) int setTile(int, int, int) String toString() void solve() boolean solverHelper() void generate() boolean fillBoard() boolean isValidMove() boolean isFilled() boolean isSolved()

Woo
Board gameBoard int boardX int boardY
void setup() void draw() void drawBoard() void mousePressed()