

Woo

int boardX;
int boardY;
int mode;
boolean player;
boolean isBozo;
boolean canModify;
Menu menu;
BoardScreen screen;

int timeToSolve = 0;
int leftMargin = 50;
int topMargin = 50;

void draw()
void setup()
void mousePressed()
void keyPressed()

GeneralBoard

int board[][];
boolean isModifiable[][];
int size;

GeneralBoard(int newSize)
int length()
int getTile(int, int)
boolean isModifiable(int, int)
int setTile(int, int, int)
String toString()
void solve()
boolean solveHelper(int, int)
void generate(int)
boolean fillBoard(int, int)
boolean isValidBoard()
boolean isValidMove(int, int, int)
boolean isFilled()
boolean isSolved()
void setModifiability(int, int, boolean)
int getSize()

BoardScreen

BoardScreen()
void keyPressed()
void mousePressed()
void show()

NineBoard extends GeneralBoard

NineBoard()

HexBoard extends GeneralBoard

HexBoard()

<Interface> Menu

void show();
void mousePressed();

DifficultyMenu implements Menu

float length
float b1X
float b2X
float bY

DifficultyMenu()
void show()
void mousePressed()

VictoryScreen implements Menu

float length
float b1X
float b2X
float bY

VictoryScreen()
void show()
void mousePressed()

StartMenu implements Menu

float length
float b1X
float b2X
float bY

StartMenu()
void show()
void mousePressed()

BoardSizeMenu implements Menu

float length
float b1X
float b2X
float bY

BoardSizeMenu()
void show()
void mousePressed()