

GeneralBoard
int numTiles String[] tiles int board[][] boolean isModifiable[][]
GeneralBoard(int, String[]) 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()

SudokuBoard extends GeneralBoard
String[] tiles int numTiles
SudokuBoard()

HexudokuBoard extends GeneralBoard
String[] tiles int numTiles
HexudokuBoard()

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