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pd08
APCS
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Woo
Board gameBoard int boardX int boardY int mode boolean player boolean isBozo boolean canModify Menu menu BoardScreen screen Int leftMargin int topMargin
void setup() void draw() void mousePressed() void keyPressed()

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 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)

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

Menu — Interface
void show() void mousePressed()

BoardSizeMenu implements Menu
float length float width float b1X float b2X float bY
void show() void mousePressed()

DifficultyMenu implements Menu
void show() void mousePressed()

StartMenu implements Menu
float length float width float b1X float b2X float bY
void show() void mousePressed()

VictoryScreen implements Menu
float length float width float b1X float b2X float bY
void show() void mousePressed()