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UML Diagram

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| LostPuppy |
| - hidingPlaces: char array  - floorLocation: int  - roomLocation: int  - winner: char  - found: boolean  - floorSize: int  - roomSize: int |
| + LostPuppy (int, int)  + roomSearchedAlready (int, int): boolean  + puppyLocation (int, int): boolean  + indicesOK (int, int): boolean  + numberOfFloors (): int  + numberOfRooms (): int  + searchRoom (int, int, char): boolean  + toString (): String |