

The following are the *MINIMAL* subset which you must implement. Note that I only show the attributes which are declared as "public final" and the methods.

Reason for such minimalism is that you can begin to code against this API and it becomes possible to 'swap' the low-level methods in the second part of the assignment.

Note that changes to this core set must be approved by both teams and the professor and there will come a date after which no changes are allowed.

Puzzle
+Puzzle(Grid solution) +boolean hasWon() +Set<Cell> getIncorrect() +void reset() +Grid getPlayerGrid() +void setInitialGrid(Grid g) +Grid getSolutionGrid() +Grid getInitialGrid() +int getDifficulty() +void setDifficulty(int d)

Location
+final int row +final char column
+public Location(int row, char column) +boolean equals(Object o)

Grid
+final int width +final int height
+Grid(int w, int h) +Cell getCellAtLocation(Location loc) +Iterator<Cell> iterator()

Cell
+final Location loc
+Cell(Location loc) +void addMark(Value v) +void clearMark(Value v) +void clearMarks() +Set<Value> getMarks() +Value getDigit() +void setDigit(Value v) +boolean equals(Object o) +boolean isOccupied() +void clearDigit()

Value
+final char value
+Value(char c) +boolean equals(Object o)



