Consider the following types from the Sudoku example. What are the relationships among the classes and interfaces? Try to identify relationships *in addition to* subtyping. How would you show the relationships? Invent a kind of diagram to visualize the relationships.

```
public class Square implements ActionListener {
  private Entry[] entries;
  private JPanel panel;
  private Color defaultColor;
  public Square(Entry[]);
  public Component getPanel();
  public void actionPerformed(ActionEvent);
}

public class RowColumn implements ActionListener {
  private Indicator led;
  private Entry[] entries;
  public RowColumn(Entry[]);
  public Component getButton();
  public void actionPerformed(ActionEvent);
}
public class Indicator extends JComponent {
  private static final long serialVersionUID;
  private Color color;
  public Indicator();
  public void paint(Graphics);
  public void setColor(Color);
}
public interface Entry {
  public abstract String value();
  public abstract Component display();
}
public class OpenEntry implements Entry,ActionListener {
  private static String[] options;
  private String value;
  private JComboBox<String> box;
  private ActionEventPropagator propagator;
  public OpenEntry(ActionEventPropagator);
  public String value();
  public Component display();
  public void actionPerformed(ActionEvent);
}
public class GivenEntry implements Entry {
  private String value;
  public GivenEntry(String);
  public String value();
  public Component display();
}
public interface ActionListener {
  public abstract void actionPerformed(ActionEvent);
}
```

Next time: Design goals and class extension