

036. Valid Sudoku

036 Valid Sudoku

- Hash Table+array

Description

Determine if a Sudoku is valid, according to: [Sudoku Puzzles - The Rules](#).

The Sudoku board could be partially filled, where empty cells are filled with the character `'.'`.

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 5 | 3 | | | 7 | | | | |
| 6 | | | 1 | 9 | 5 | | | |
| | 9 | 8 | | | | | 6 | |
| 8 | | | | 6 | | | | 3 |
| 4 | | | 8 | | 3 | | | 1 |
| 7 | | | | 2 | | | | 6 |
| | 6 | | | | | 2 | 8 | |
| | | | 4 | 1 | 9 | | | 5 |
| | | | | 8 | | | 7 | 9 |

A partially filled sudoku which is valid.

Note:

A valid Sudoku board (partially filled) is not necessarily solvable. Only the filled cells need to be validated.

1. Thought line

2. Hash Table+array

```
1 class Solution {
2 public:
3     bool isValidSudoku(vector<vector<char>>& board) {
4         bool usedRow[9][9]={false}, usedColumn[9][9]={false}, usedSubBox[9][9]={false};
5
6         for (int i = 0; i<=board.size()-1; ++i){
7             for (int j = 0; j<=board[i].size()-1; ++j){
8                 if (board[i][j]!='.'){
9                     int num = board[i][j] - '0' - 1;
10                    if (usedRow[i][num] || usedColumn[j][num] || usedSubBox[i/3 * 3 + j/3][num])
11                        return false;
12                    usedRow[i][num] = usedColumn[j][num] = usedSubBox[i/3 * 3 + j/3][num] = true;
13                }
14            }
15        }
16        return true;
17    }
18 };
```

