FindAllEmpty(Puzzle)

Passes in a pointer of class type Puzzle and returns a vector of each cell with an empty value, represented as a 0 in the cell's value according to the puzzle.

C++

```cpp
public vector<Cell> FindAllEmpty(Puzzle* puzzle)
```

Parameters

puzzle   Puzzle*

The sudoku puzzle class, passed in as a pointer.

Returns

vector<Cell>

A vector of Cells, containing each cell with an empty (0) value.

Exceptions

InvalidPuzzleException

The puzzle passed in either does not exist or is incorrectly declared.