CHITKARA UNIVERSITY

LAB EVALUATION PROJECT

PROJECT DETAILS TEMPLATE

Group Name	**Group 12 (2)** **Team 18**
Project Title	SUDOKU
Team Leader	PRACHI JAIN
Details of Work division	

Student/rollno	Work / Role Allotted
PRACHI ANEJA 2210992053	Debugging , PPT , Logic Building, coding
PRACHI JAIN 2210992054	Coding, Main idea ,Book features

High level Approach to be followed: ● Share the details in points	1. My code is a sudoku solver; that is, it gives you the solution of a given problem of this puzzle by backtracking 2. in case a number is a valid answer to the cell it will assign the value to the cell, and if it doesn't lead to the solution then we come back and try next number in the cell
Lower level Approach to be followed	1. Taking an array as input in form of matrix 2. Checking if the number is present in row, column or box 3. Looping across the rows, columns and numbers to check valid solution 4. Using hit and trial along with recursion 5. Printing the solution array as matrix
Advantage of the project with applicability:	➤ It helps to reduce anxiety and stress. ➤ It is a great way to develop child problem-solving skills. ➤ It promotes a healthy mindset. ➤ It is fun for the whole family. ➤ It teaches resourcefulness.

Schedule for implementing the use case: ● Share the Tentative Date of Completion of Expected Deliverables	**Deliverable**	**Expected Date of Completion**
	User case 1	8 December
	User case 2	22 December

Future scope of the project ● Share the details in points	➢ It is manually a very difficult job to perform and its need a lot of recalling, reminding and mathematical calculation. ➢ The game of "Sudoku" helps to increase mental thinking, vision etc

DOCUMENT HISTORY:

Created By	Prachi Aneja, Prachi Jain
Approved By	Ms Anupriya, Ms Nabanita

Month of Creation	NOVEMBER-DECEMBER