



CVR COLLEGE OF ENGINEERING

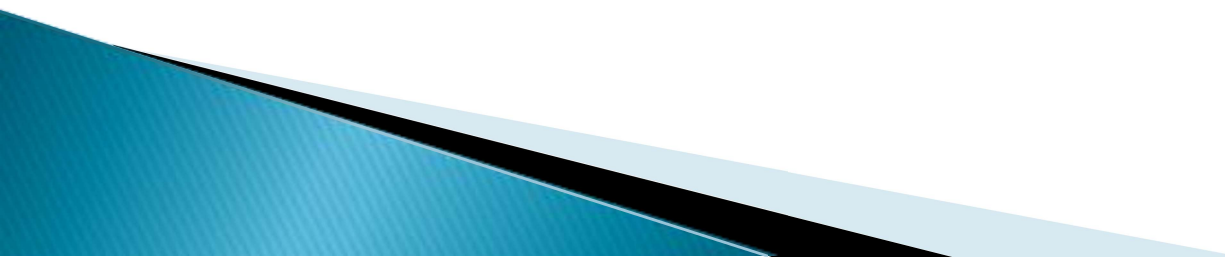
Department of Emerging Technologies

Sudoku Challenger

Team Members:

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Abstract

- ▶ Basic aim of the project is to build a sudoku puzzle for the users and provide them with the right answers to the puzzle to verify whether it is appropriate or not.
 - ▶ Basic 3 principles in sudoku are :-
 - In all 9 submatrices 3x3 the elements should be 1-9 without repetition.
 - In all rows there should be elements between 1-9 without repetition.
 - In all columns there should be elements between 1-9 without repetition.
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Key Features

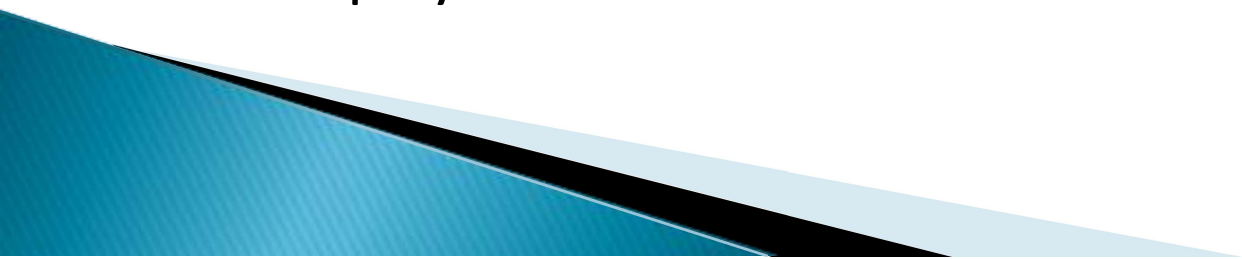
▶ **User Interface:**

- Generate sudoku puzzle for the user to solve. User gets 3 options to select difficulty (Easy , Medium , Hard).

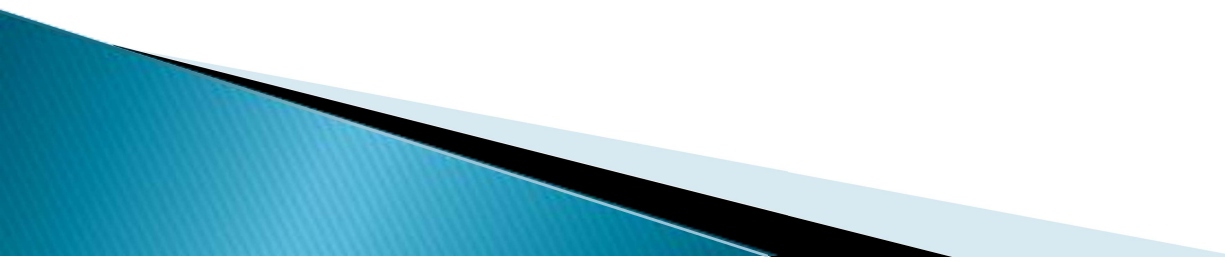
▶ **User Input:**

- Based upon the user's choice the spaces in the puzzle will be generated. As the difficulty increases empty spaces also increases.

▶ **Generated Output:**

- Give solution to the generated puzzle to the user after completion of the puzzle. The solution to the puzzle is displayed on the screen for the user.
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Software Requirements

- ▶ **Languages: Java , HTML & CSS**
 - ▶ **Database: SQL**
 - ▶ **Tools/IDEs: VS Code**
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Hardware Requirements

- ▶ **RAM: 16GB**
 - ▶ **Disk Space: 1TB**
 - ▶ **Operating System: Windows 11**
 - ▶ **Processor: intel i7 12700-H**
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