

**Course Experiment Report**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Course:** | Java Programming Language | | | | | | |
|  |  | | | | | | |
| **Semester:** | 1-18th | **week** | 2nd | **year** | | 1st | **term** |
|  |  |  |  |  | |  |  |
| **Major:** | Software Engineering Class | | | | | **Class:** | 2018 |
|  |  | | | | |  |  |
| **Student name:** |  | | **Student No.:** | |  | | |
|  |  | |  | |  | | |
| **Teacher:** | Wang Xiaomeng | | | | | | |

College of Computer and Information Science

|  |  |  |  |
| --- | --- | --- | --- |
| Project | Exp 3 Arrays | | |
| Time |  | Type | □Verification □Design □Synthetical |
| **1. Objective**  Through this training, to understand why arrays are necessary in programming. Grasp how to declare, create, initialize and operate arrays. Grasp how to use multidimensional arrays.  **2. Requirement**  Programming the following exercise  **Problem 1:** Design a Sudoku game  The objective is to fill a 9×9 grid with digits so that each column, each row, and each of the nine 3×3 sub-grids that compose the grid contains all of the digits from 1 to 9.      **3. Content and design of experiment(main content, operations, algorithm description or code of program)**  **Problem 1:** Design a Sudoku game  **Codes:**  **Results:**  **Summary:** | | | |

|  |  |  |
| --- | --- | --- |
| Teacher’s  comments | content and design of experiment（A-E）： |  |
| operations, algorithm description or code of program（A-E）： |  |
| results（A-E）： |  |
| summary and analysis of experiment（A-E）： |  |
| Grade（A-E）： | |