**Abstract**

Developers have tried to **find algorithms** in order to **generate** the **variety of puzzles** for human players so that they could be even solved by **computer programming**.

In this Report, We will be discussing the **Problem** of **Generation and Solving** of **Sudoku Problem**, **Analyzing** the Various **Approaches** to Problem and Also **Implementing** the Solution in **User Interactive** Manner [Enhanced UI]

The purpose is to implement a **more efficient** algorithm and then compare it with another Sudoku solving Algorithm.

The Results have proven that Crook’s Algorithm is **faster** than Normal Backtracking Solution, But in Some Cases Fails to Reach Right Results

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