Title Page

Comparing Sudoku Solving Algorithms

Abstract

Declaration

Acknowledgements

Table of Contents

[1 Introduction 4](#_Toc31888210)

[2 Aims and Objectives 5](#_Toc31888211)

[3 Background Research 6](#_Toc31888212)

[4 Methodology 7](#_Toc31888213)

[5 Testing 8](#_Toc31888214)

[6 Evaluation 9](#_Toc31888215)

[7 Conclusion 10](#_Toc31888216)

# 1 Introduction

Sudoku is a logic-based number placement puzzle game. It usually consists of a 9x9 board containing 81 individual cells that need to be filled. The aim is to fill these cells with a number 1 to 9 with each cell containing a single integer. There are 3 constraints on the board that must be met, each row, each column and each 3x3 smaller box must contain the numbers from 1-9 only once. When a sudoku is created a number of the cells are pre-defined by the puzzle creator to ensure that the puzzle only has one unique solution. The difficulty of the puzzle is determined by the number of pre-filled cells in the grid, more is easier; less is harder.

# 2 Aims and Objectives

# 3 Background Research

# 4 Methodology

# 5 Testing

# 6 Evaluation

# 7 Conclusion