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Java 170 – Sudoku Solver Project Proposal

I plan on creating a Sudoku Solver. The solver will have a GUI that uses 9x9 JTextFields arranged in a 9x9 GridLayout. The user will input the numbers into the GUI. The program will take the input and send it to a solver class. The solver will use a backtracking algorithm to solve the puzzle with brute force. The solver will return a 2d array with a solved puzzle and the number of steps taken. The program will then output the solved Sudoku and the number of steps taken to the GUI.

Week 1 – Design GUI

Week 2 – Make alogrtihm method

Week 3 – Make solver class that returns steps taken and solved puzzle

Week 4 – Error check and debug