

minimum have  
max

	(4)	(3)	2	(1)	
(4)	1	2	3	(4)	(1)
(3)	2	3	(4)	1	2
2	3	(4)	1	2	2
(1)	(4)	(1)	2	3	2
	(1)	(2)	2	2	

malloc

p

1st	4s
2nd	3rd
3rd	2nd
4th	1st

		2	3	4	1	
4	0	0	0	0	1	
1	0	0	0	0	3	
2	0	0	0	0	2	
2	0	0	0	0	3	
	1	2	2	2		

$\xrightarrow{i}$

Values = [1, 2, 3, 4]

restrictions = it has to fill  
constraints of the  
views

= not in row

= not in column

$i = 4$

$j = 4$

while ( )

while ( )

grid[i][j]



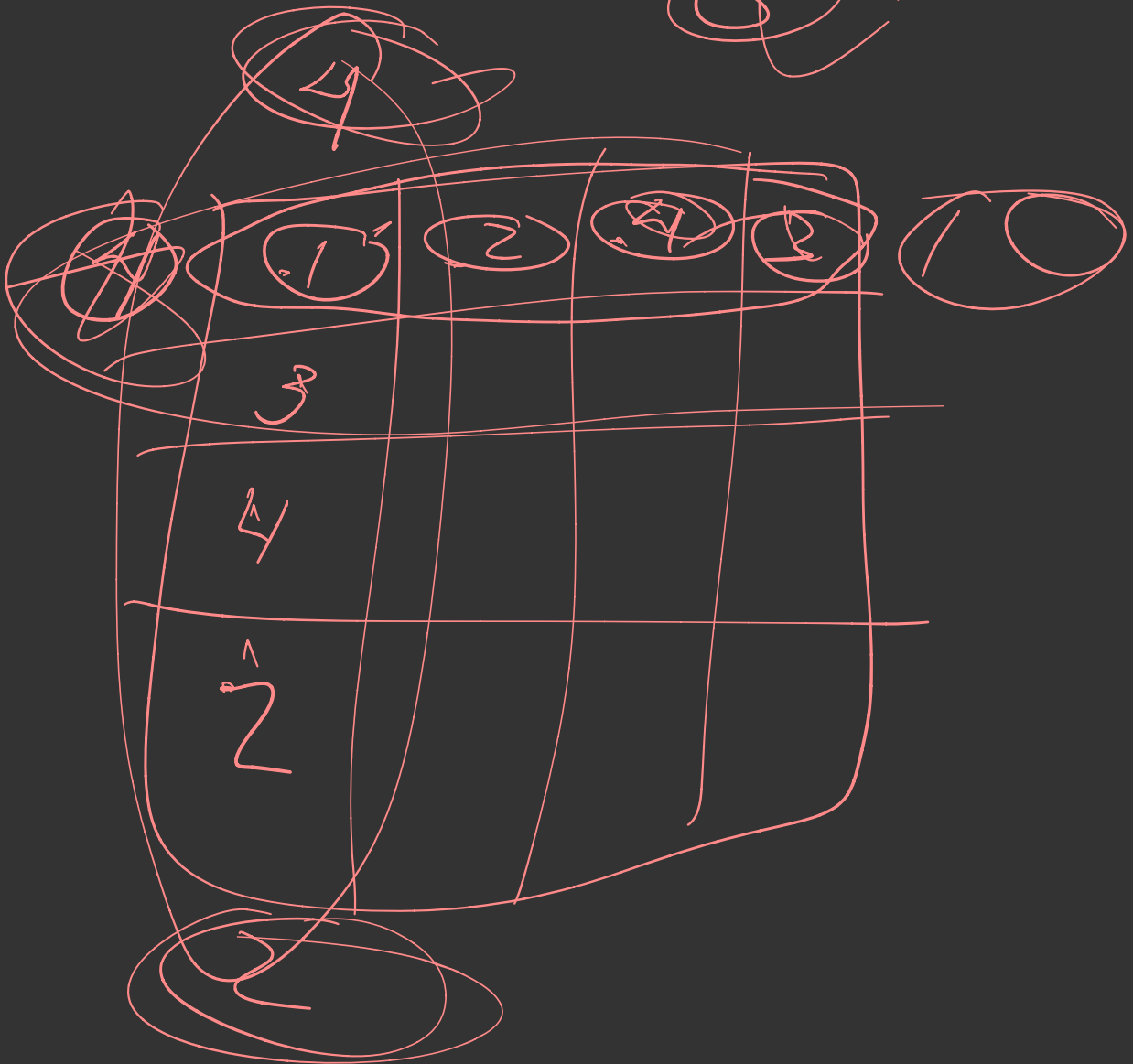
Is Valid Placement

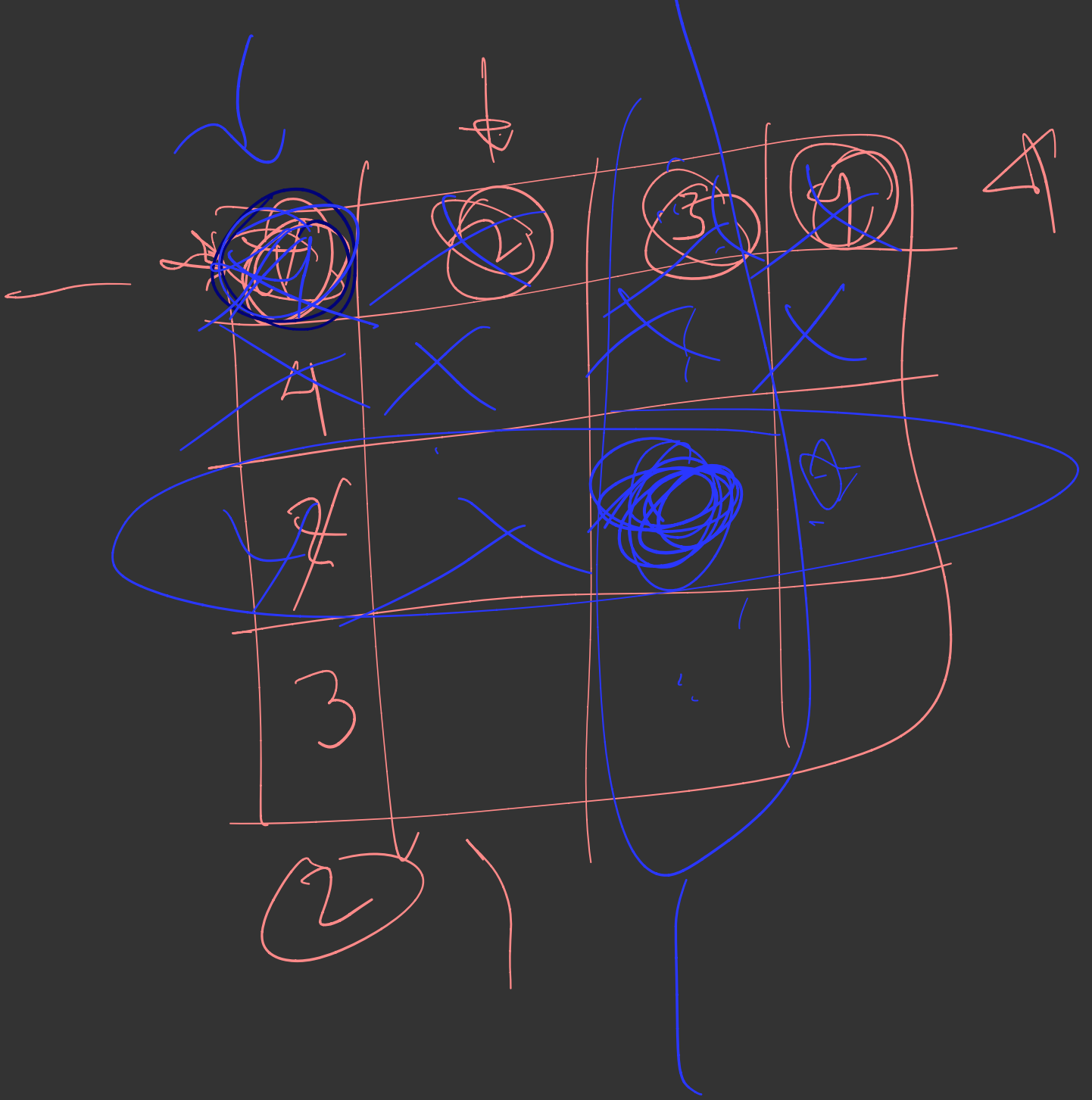
$i = 0$

While ( $i < \text{size}$ )

left\_segment[i] = matrix[row][i]

right\_segment[i] = matrix





(\* segment)

2  
1  
4  
1



4 3 2 1

4	4	3	2	1	1
3	3	2	1	4	2
2	2	1	4	3	2
1	1	4	3	2	2
	1	2	2	2	

1 2 2 2

1	4	3	2	1	4
2	3	2	1	4	1
2	2	1	4	3	2
2	1	4	3	2	3
	4	1	2	3	