

PEG

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Period 5

Sudoku with solver and generator

We will be creating a sudoku puzzle generator with a hint function, a note function, and a scoring system based on time. We will be randomly creating sudoku puzzles and storing them in an 2d array of cells that contain information on which numbers can be placed in it. The user will be able to make notes on the processing GUI to help them solve the puzzle. We will also implement a puzzle solver that takes in a sudoku puzzle from the user and attempt to solve the puzzle with backtracking.