

W04D3: Sudoku Validator

TODAY'S AGENDA

- ◉ **Synthesize fundamental concepts learned so far**
 - Iteration (loops)
 - Data Types (Nested Arrays)

SUDOKU

						2		
	8				7		9	
6		2				5		
	7			6				
			9		1			
				2			4	
		5				6		3
	9		4				7	
		6						

(a) Sudoku Puzzle

9	5	7	6	1	3	2	8	4
4	8	3	2	5	7	1	9	6
6	1	2	8	4	9	5	3	7
1	7	8	3	6	4	9	5	2
5	2	4	9	7	1	3	6	8
3	6	9	5	2	8	7	4	1
8	4	5	7	9	2	6	1	3
2	9	1	4	3	6	8	7	5
7	3	6	1	8	5	4	2	9

(b) Solution

SUDOKU

- ◉ Popular number puzzle from Japan
- ◉ Players fill in 9 x 9 Grid of Numbers
- ◉ A board is “solved” if:
 - Numbers [1-9] are used **only once** per row (*no repeats!*)
 - Numbers [1-9] are used **only once** per column (*no repeats!*)
 - Numbers [1-9]s are used **only once** per 3x3 mini-grid (*no repeats!*)

SUDOKU SOLVER

- ◉ Create a function to check if a Sudoku board is valid
- ◉ Your function should return **true** if the board is valid, **false** if it isn't

SUDOKU SOLVER - RESTATE

- ◉ Create a function that takes an array of arrays of integers as an argument, representing a Sudoku Board
- ◉ My function will return a Boolean, based on whether the Sudoku solution is valid

SUDOKU SOLVER - EXAMPLES

```
var validPuzzle = [  
  [ 8,9,5, 7,4,2, 1,3,6 ],  
  [ 2,7,1, 9,6,3, 4,8,5 ],  
  [ 4,6,3, 5,8,1, 7,9,2 ],  
  
  [ 9,3,4, 6,1,7, 2,5,8 ],  
  [ 5,1,7, 2,3,8, 9,6,4 ],  
  [ 6,8,2, 4,5,9, 3,7,1 ],  
  
  [ 1,5,9, 8,7,4, 6,2,3 ],  
  [ 7,4,6, 3,2,5, 8,1,9 ],  
  [ 3,2,8, 1,9,6, 5,4,7 ],  
];
```

```
var invalidPuzzle = [  
  [ 8,9,5, 7,4,2, 1,3,6 ],  
  [ 2,7,1, 9,6,3, 4,8,5 ],  
  [ 4,6,8, 5,8,1, 7,9,2 ],  
  
  [ 9,3,4, 6,1,7, 2,5,8 ],  
  [ 5,1,7, 2,3,8, 9,6,4 ],  
  [ 6,8,2, 7,5,9, 3,7,1 ],  
  
  [ 1,5,9, 8,7,4, 6,2,3 ],  
  [ 7,4,6, 3,2,5, 8,1,9 ],  
  [ 3,2,8, 1,9,6, 5,2,7 ],  
];
```

SUDOKU SOLVER - APPROACH

- Write helper functions to get array for a specific row, column, or subsection
- Write a helper function to validate a specific row, column, or subsection
- Loop over each of the 9 rows, columns, subsections, and validate each.
 - If any isn't valid, return **false**. Otherwise, return **true**

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SUDOKU SOLVER - CODE

- When you feel confident in your approach, translate it to code
- Remember to break down complex logic into smaller helper functions

