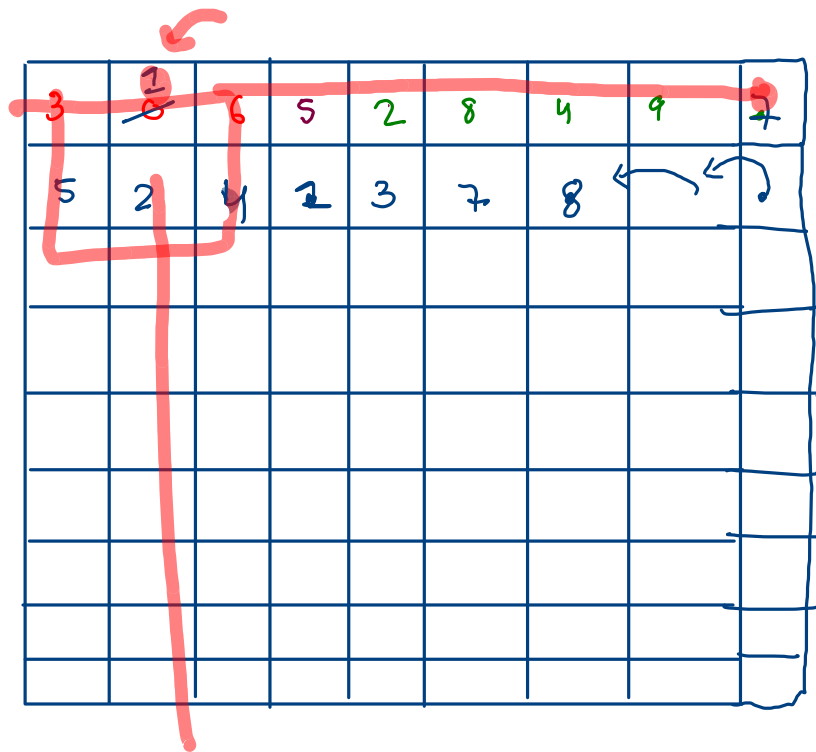
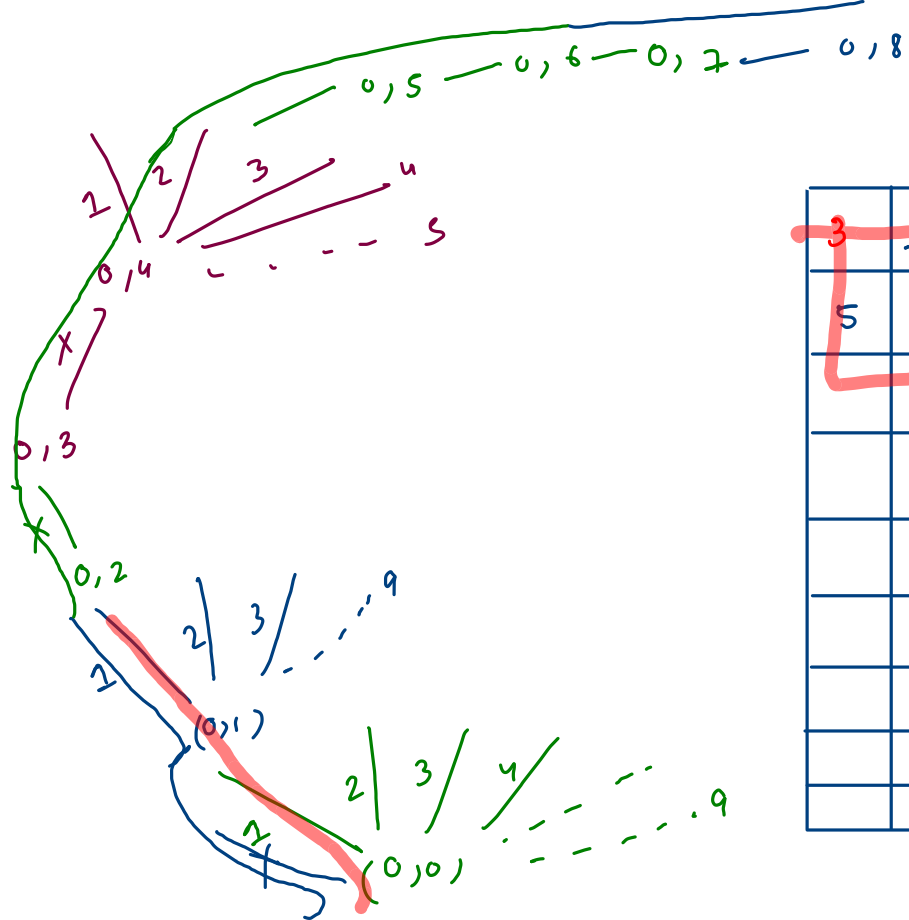


306508400
 520000000
 087000031
 003010080
 900863005
 050090600
 130000250
 000000074
 005206300



```

for(int r=0; r < 3;r++) {
    for(int c=0; c < 3;c++) {
        if(board[smr+r][smc+c] == d) {
            return false;
        }
    }
}

```

$r \rightarrow 0$

$c \rightarrow 0, 2, 2$

$i = 5$

$j = 7$

$smr = 3$

$smc = 6$

	0	1	2	3	4	5	6	7	8
0	3	0	6	5	0	8	4	0	0
1	5	2	0	0	0	0	0	0	0
2	0	8	7	0	0	0	0	3	1
3	0	0	3	0	1	0	0	8	0
4	9	0	0	8	6	3	0	0	5
5	0	5	0	0	9	0	6	0	0
6	1	3	0	0	0	0	2	5	0
7	0	0	0	0	0	0	0	7	4
8	0	0	5	2	0	6	3	0	0

$$smr = (i / 3) * 3$$

$$smc = (j / 3) * 3$$

chemistry, physics, history,
maths, civics,
geography

	0	1	2	3	4	5	6	7	8	9
0										c
1	p									M
2	h									F
3	y									M
4	s									t
5	i						M	a	t	S
6	c	i	v	i	c	S				r
7	s									L
8		g	e	o	g	r	a	p		y
9										

geography

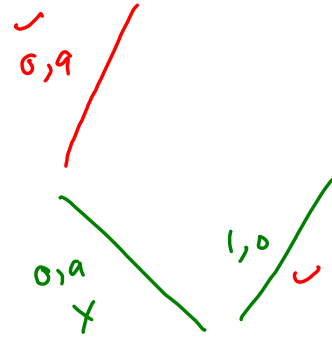
civics

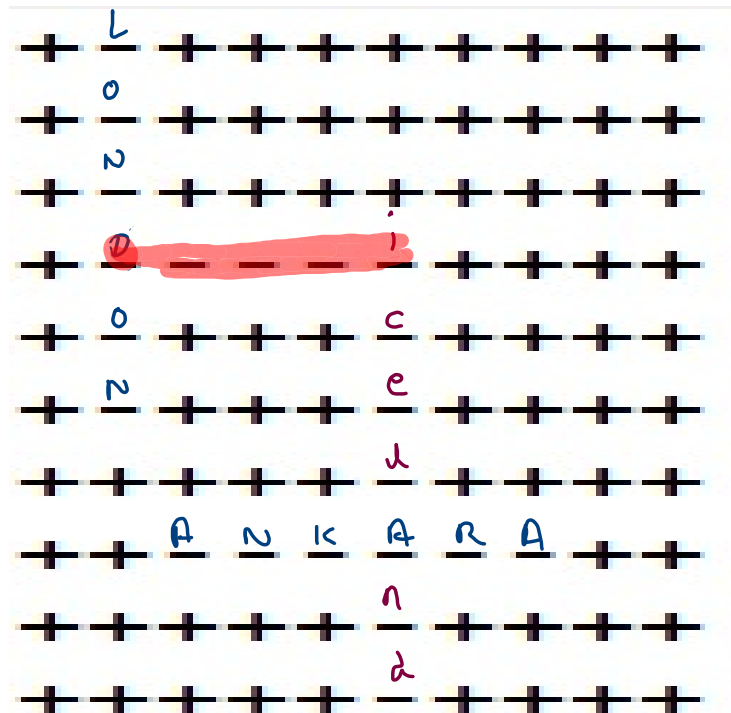
maths

history

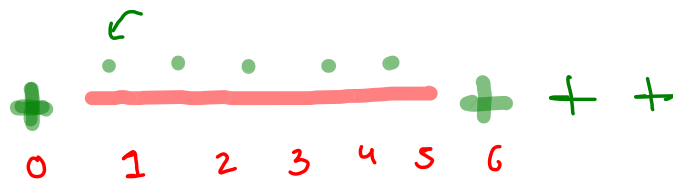
chemistry

physics





LONDON
DELHI
ICELAND
ANKARA



delhi

iceland

den = 5

3, 1

Ankara

London

(iii)

P	E	R	K	
-	-	-	-	+
-	+	-	-	+
-	+	-	-	+
-	+	+	-	+
+	+	+	+	+

Perk

Peak

Peak
- .

etc

kite

P	E	A	K
F	+	+	+
0	1	2	3

S1 = S E N D

S2 = M O R E

S3 = M O N E Y

1 0 2 3

5 9 8 0

5 9 2 0 4

$$\underline{S1 + S2 = S3}$$

wh count ≤ 10

S → 1

E → 0

N → 2

D → 3

M → 5

O → 9

R → 8

Y → 4



Y
R
O
M
D
N
E
S

5 6
LRLRTT
LRLRBB
TTTTLR
BBBBTT
LRLRBB

1 -1 -1 2 1 -1
2 3 -1 -1 -1
-1 -1 -1 1 -1
2 -1 -1 2 -1 3

L	R	L	R	T	T
L	R	L	R	B	B
T	T	T	T	L	R
B	B	B	B	T	T
L	R	L	R	B	B

x

↑

	2	-1	-1	2	2	-1	
2	+	-	+	-	X	-	-1
3	-	+	-	+	X	+	-1
-1	X	-	X	-	+	-	-1
-1	X	+	X	+	-	X	2
-1	+	-	X	X	+	X	-1
	2	-1	-1	2	-1	3	

→ -

+	-
---	---

magnets

X	X
---	---

block

+ top

1	-1	-1	2	1	-1
---	----	----	---	---	----

 cols
left

2	3	-1	-1	-1
---	---	----	----	----

 row

- right

-1	-1	-1	2	-1
----	----	----	---	----

 row
bottom

2	-1	-1	2	-1	3
---	----	----	---	----	---

 cols

validation → ① - configuration (LR/RT)
② - sign
③ - count

+	R	+	R	+	+
L	R	L	R	B	B
T	T	T	T	L	R
B	B	B	B	T	T
L	R	L	R	B	B

+	-
---	---

magnets

x	x
---	---

block

