# Assignment P6

## Due Date: December 8

## Purpose

\*PHEW\* The LAST project has finally arrived! It is ABOUT TIME!

This assignment brings together everything we have covered in Python. You will practice using a Python class that includes a 2-dimensional list (or lists) to determine if a given set of numbers is a valid Sudoku solution.

#### Problem

Sudoku fever is still running high in Python Nation. Everywhere you turn, people are scribbling numbers 1-9 onto a  $9 \times 9$  grid. Your program will have two main functions: 1) reading in a puzzle and displaying it as a nicely formatted Sudoku grid, and 2) checking if the solution is correct.

## Sudoku

The game is simple (the program, perhaps, not so much). The player starts with a  $9 \times 9$  grid, some grid locations containing numbers. The player has to fill in the remaining grid boxes such that every row, every column, and every  $3 \times 3$  box contains the digits 1–9. Below is a finished puzzle; the darker numbers represent the starting puzzle:

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

To see a more thorough explanation of the rules, go to: http://www.sudoku.name/rules/en. To play online, go to: http://www.websudoku.com/.

### Input

The Sudoku solution is stored in a text (.txt) file. Your program should prompt for the name of this file. The file then contains 9 rows of 9 numbers. For example, a valid input file looks like the following:

123456789

234567891

345678912

456789123

567891234

678912345

789123456

891234567

912345687

The program must read and store all of the data in this file, a sample of which is available on the course web page.

#### Output

You can get aim for a different number of points, depending on the effort you wish to put into the program. Follow these steps **in order**:

1. To get up to 80 points, the program should read the file and display the Sudoku board in a neat, aligned way. The output should include vertical and horizontal lines. For example, the file above should be displayed as follows (note that this is similar to the tic-tac-toe board we worked on in class):

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

- 2. To get up to 95 points, the program must display the board as shown above. Additionally, it should determine if all the rows/columns are correct. Every row and column must include all the values from 1 to 9. If the solution is correct, the program should display a clear message to that effect. If the solution is invalid, one or more messages should display which rows and/or columns are incorrect. The puzzle above is incorrect, because there are two 7s in the last column as well as two 8s in the 8<sup>th</sup> column.
- 3. To get up to 110 points, the program must have all of the functionality described above. In addition, it should determine if each  $3 \times 3$  square of numbers contains every value from 1 to 9 (while still following the row/column rules above). The Sudoku board above is hopelessly incorrect.

If there is an error, be sure to indicate that there is a problem in a  $3 \times 3$  box.

**IMPORTANT:** Please indicate, as the first item in your output, up to which step you have completed. For example, if your program displays the board and determines if rows/columns are correct, display a message at the start of your output similar to:

This program is complete through step 2.

## **Specifics**

- You must create a Sudoku class. All functionality of the program should be done by methods and data members of this class.
- The Sudoku board must be stored in a 2D array or list. What, exactly, you store is up to you.
- All of your methods should be fewer than 35 lines.
- Remember to properly comment all of your code, including the methods and all parameters.
- Use appropriate parameters; do not pass arguments unnecessarily!

#### Notes

Submit your source code in the usual way, using the normal naming convention. You do **not** have to submit hard copy for this assignment!