

Hand-in 2

Pseudo code:

First I create a sudoku table. To achieve that I borrowed code from [here](#).

And then it starts to solve the sudoku. It works like this:

First check if there are any zeros(get the location). If there are no more zeros, then the program should stop.

If a zero is found, then instead of the zero the program should try to put in number (1-9). The program checks if the number would be correct by checking if there is another same number in the row, in the column or in the 3x3 square.

If the number could go there, then it is written there and the same method is called.

If at the end the number doesn't go there, then it is just replaced with a 0.