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Contributions

By the end of the program, we came up with creative solutions to problems while still focusing on what’s required of the program. Modularity and keeping everything neat/tidy has been a main priority during the development of this program (Sudoku Helper). We have always made an effort to make the debugging process as easy as possible with proper use of clean outputs and short/simple visuals. Being organized and knowing what files are needed for certain needs is extremely importanat when trying to implement new features. Without organizing your code properly, it can create spaghetti code that is unreadable and not debuggable. We also believe that our testing and error checking was up to standard and comprehensive.