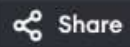


main.c



Share

Run

Output

Clear

```
1 #include <stdio.h>
2 #include <stdbool.h>
3 #define N 9
4 void printGrid(int grid[N][N]) {
5     for (int row = 0; row < N; row++) {
6         for (int col = 0; col < N; col++) {
7             printf("%2d", grid[row][col]);
8         }
9         printf("\n");
10    }
11 }
12 bool isSafe(int grid[N][N], int row, int col, int num) {
13     for (int x = 0; x < N; x++)
14         if (grid[row][x] == num)
15             return false;
16     for (int x = 0; x < N; x++)
17         if (grid[x][col] == num)
18             return false;
19     int startRow = row - row % 3, startCol = col - col % 3;
20     for (int i = 0; i < 3; i++)
```

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

=== Code Execution Successful ===

main.c



Share

Run

Output

Clear

```
20     for (int i = 0; i < 3; i++)
21         for (int j = 0; j < 3; j++)
22             if (grid[i + startRow][j + startCol] == num)
23                 return false;
24
25     return true;
26 }
27 bool solveSudoku(int grid[N][N]) {
28     int row = -1, col = -1;
29     bool emptyCell = false;
30     for (int i = 0; i < N && !emptyCell; i++) {
31         for (int j = 0; j < N && !emptyCell; j++) {
32             if (grid[i][j] == 0) {
33                 row = i;
34                 col = j;
35                 emptyCell = true;
36             }
37         }
38     }
39     if (!emptyCell)
```

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

=== Code Execution Successful ===

main.c



Share

Run

Output

Clear

```
39     if (!emptyCell)
40         return true;
41     for (int num = 1; num <= 9; num++) {
42         if (isSafe(grid, row, col, num)) {
43             grid[row][col] = num;
44
45             if (solveSudoku(grid))
46                 return true;
47             grid[row][col] = 0;
48         }
49     }
50     return false;
51 }
52 int main() {
53     int grid[N][N] = {
54         {5, 3, 0, 0, 7, 0, 0, 0, 0},
55         {6, 0, 0, 1, 9, 5, 0, 0, 0},
56         {0, 9, 8, 0, 0, 0, 0, 6, 0},
57         {8, 0, 0, 0, 6, 0, 0, 0, 3},
58         {4, 0, 0, 0, 0, 0, 0, 0, 0},
59         {0, 0, 0, 0, 0, 0, 0, 0, 0},
60         {0, 0, 0, 0, 0, 0, 0, 0, 0},
61         {0, 0, 0, 0, 0, 0, 0, 0, 0},
62         {0, 0, 0, 0, 0, 0, 0, 0, 0}
63     };
64 }
```

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

=== Code Execution Successful ===

main.c



Share

Run

Output

Clear

```
52 - int main() {
53 -     int grid[N][N] = {
54         {5, 3, 0, 0, 7, 0, 0, 0, 0},
55         {6, 0, 0, 1, 9, 5, 0, 0, 0},
56         {0, 9, 8, 0, 0, 0, 0, 6, 0},
57         {8, 0, 0, 0, 6, 0, 0, 0, 3},
58         {4, 0, 0, 8, 0, 3, 0, 0, 1},
59         {7, 0, 0, 0, 2, 0, 0, 0, 6},
60         {0, 6, 0, 0, 0, 0, 2, 8, 0},
61         {0, 0, 0, 4, 1, 9, 0, 0, 5},
62         {0, 0, 0, 0, 8, 0, 0, 7, 9}
63     };
64
65     if (solveSudoku(grid))
66         printGrid(grid);
67     else
68         printf("No solution exists\n");
69
70     return 0;
71 }
```

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

```
=== Code Execution Successful ===
```