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The Virtual Learning Environment for Computer Programming

More Sudokus P79494\_en

Write a program to find all the possible solutions of a Sudoku.

# Input

Input begins with a number n, followed by n Sudokus. Every Sudoku consists of 81 numbers between zero and nine, plus the characters shown in the examples. A zero indicates an unknown value. Except for zeros, there are no repeated numbers in any row, nor in any column, nor in any of the nine  $3 \times 3$  squares.

### Output

For every Sudoku, print all the possible solutions in lexicographical order, each one followed by an empty line. Print "no solution" if there is no solution. Print a line with 30 asterisks after the output for every Sudoku.

#### Observation

The data tests are chosen so that a backtracking program that simply fills the rows from top to bottom and from left to right will be fast enough.

# Sample input

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

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## **Problem information**

Author : Salvador Roura Translator : Carlos Molina

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Sample output										
1 8 2 7 5 3 6 4 9	3   2	5 9 6 4 1 8	į	4 9 2	7 8 5	6 1 3				
2 6 4 9 1 7 8 3 5	7   4	7 3 8 5 2 1	į	8 6 7	1 3 4	5 2 9				
5 9 6 4 2 8 3 7 1	3   5	4 7 3 6 9 2	İ	3 1 5	2 9 6	8 7 4				
***** 1 2 3 4 5 6 7 8 9	5   9	**** 5 6 7 8 3 1		7 2 4	8 3 6	9 1 5	k * :	* * *	* * *	***
2 9 4 5 3 7 8 6 1	7   6	8 7 2 9 4 3	į	3 8 9	5 1 7	6 4 2				
3 4 2 6 1 8 9 7 5	3   3	6 5 9 4 1 2	j	1 5 6	9 2 4	8 7 3				
1 2 3 4 5 6 7 8 9	5   9	5 6 8 7 3 1	į	7 2 4	8 3 6	9 1 5				
2 9 4 5 3 7 8 6 1	7   6	7 8 2 9 4 3	į	3 8 9	5 1 7	6 4 2				
3 4 2 6 1 8 9 7 5	3   3	6 5 9 4 1 2	j	1 5 6	9 2 4	8 7 3				
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