Title: Constraint satisfaction problems

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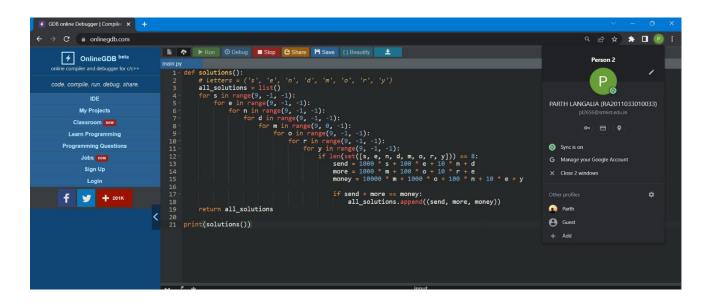
AIM:

To implement and execute cryptoarithematic problems.

PSEUDO CODE:

- 1.Create a list of all the characters.
- 2. Examine the rightmost digit of the topmost rows.
- 3. Use the list to find out the best choice among the digits not in use.
- 4.If all characters are assigned return true, if puzzle is solved, else return false.
- 5. If all digits have been tried and nothing works, return false to trigger backtracking.
- 6.End

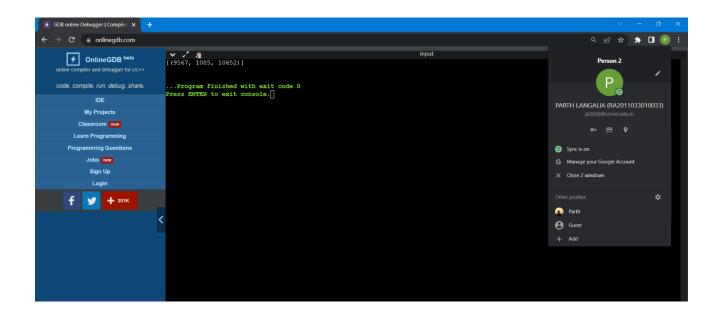
PROGRAM:



Manual Calculations:

```
Calculation output:
      SEND
   0 2 8
   926
solution found
```

OUTPUT:



RESULT:

The constraint satisfying problem SEND + MORE = MONEY solved using the carry over technique and values for the alphabets obtained successfully.