PROJECT SYNOPSIS

**Title of the Project:**

Sudoku solver

**Definition:**

Design a project to solve the classic puzzle of sudoku using efficient python logic and loops.

**Contribution / Team members:**

Vartika Sood, Ujjwal Kakar

**Team Detail:**

The project “Sudoku Solver” is developed by Vartika Sood and Ujjwal Kakar, it took approx. 5 days to develop this project, working 2 hours a day. All modules completed by us only as per our view and knowledge.

Teamwork and Division:

Logical Expertise : Vartika Sood

Visual Presentation : Ujjwal Kakar

User Input Interface : Ujjwal Kakar

Modular Division of program : Vartika Sood

**Reason for choosing the Topic:**

Sudoku is a classic puzzle, ranging from various difficulty levels.

Often, we come across one of those pesky ones, which we cannot solve, after even hours of hard work and effort, in such cases we have developed a program that can seamlessly solve that specific troublesome puzzle for you.

It will not only help you to find a solution to the sudoku, but will also give you the peace of mind, that the puzzle had once taken away from you.

So, you can move on happily to your next puzzle…

**Objective:**

To solve sudokus. The user needs to input the values in sudoku with their coordinates and the program will help in the filling the empty spaces.

**Hardware Requirements:**

* A Computer/Laptop with
* Operating System-Windows 7 or above
* 5 GB free disk space.

**Software Requirements:**

Python 3.9

**Limitations:**

* It is not web based project
* No provision to print hard copies.

**References / Bibliography:**

* Text book - Class XI – Computer Science, Preeti Arora
* Google.com
* cbseresults.nic.in