PROJECT REPORT

on

SUDOKU GAME

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in

Object Oriented Programming

SY Btech

Under the Guidance of

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Table of Contents

Acknowledgement		**1**
List of Tables		**2**
List of Figures		**2**
Abbreviations		**3**
CH. 1	**Introduction……..**	**4**
1.1	**Introduction……..**	**4**
1.2	**Aim and Objectives……..**	**5**
CH. 2	**Methodology**	
2.1	**Problem statement**	
2.2	**System requirements**	
2.3	**Class Diagram of the System**	
CH. 3	**Results**	
Ch. 4	**Conclusion**	
	References	
	APPENDIX (If any required)	

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Thanking you,
Prakhar Singh Rajput
Mayannk Kumar Singh
Abhijeet Takle

1. INTRODUCTION

1.1. Introduction.

Sudoku is one of the most popular puzzle games of all time. The goal of Sudoku is to fill a 9×9 grid with numbers so that each row, column and 3×3 section contain all of the digits between 1 and 9. As a logic puzzle, Sudoku is also an excellent brain game. If you play Sudoku daily, you will soon start to see improvements in your concentration and overall brain power.

The popular Japanese puzzle game Sudoku is based on the logical placement of numbers. A game of logic, Sudoku doesn't require any calculation nor special math skills; all that is needed are brains and concentration.

The goal of Sudoku is to fill in a 9×9 grid with digits so that each column, row, and 3×3 section contain the numbers between 1 to 9. At the beginning of the game, the 9×9 grid will have some of the squares filled in. Your job is to use logic to fill in the missing digits and complete the grid.

1.2. Aim and Objectives.

Aim: To create a C++ program to play Sudoku.

Objectives:

- To create a function automatically solve the Given Sudoku.
- To create a function which runs the Sudoku game.

2. METHODOLOGY

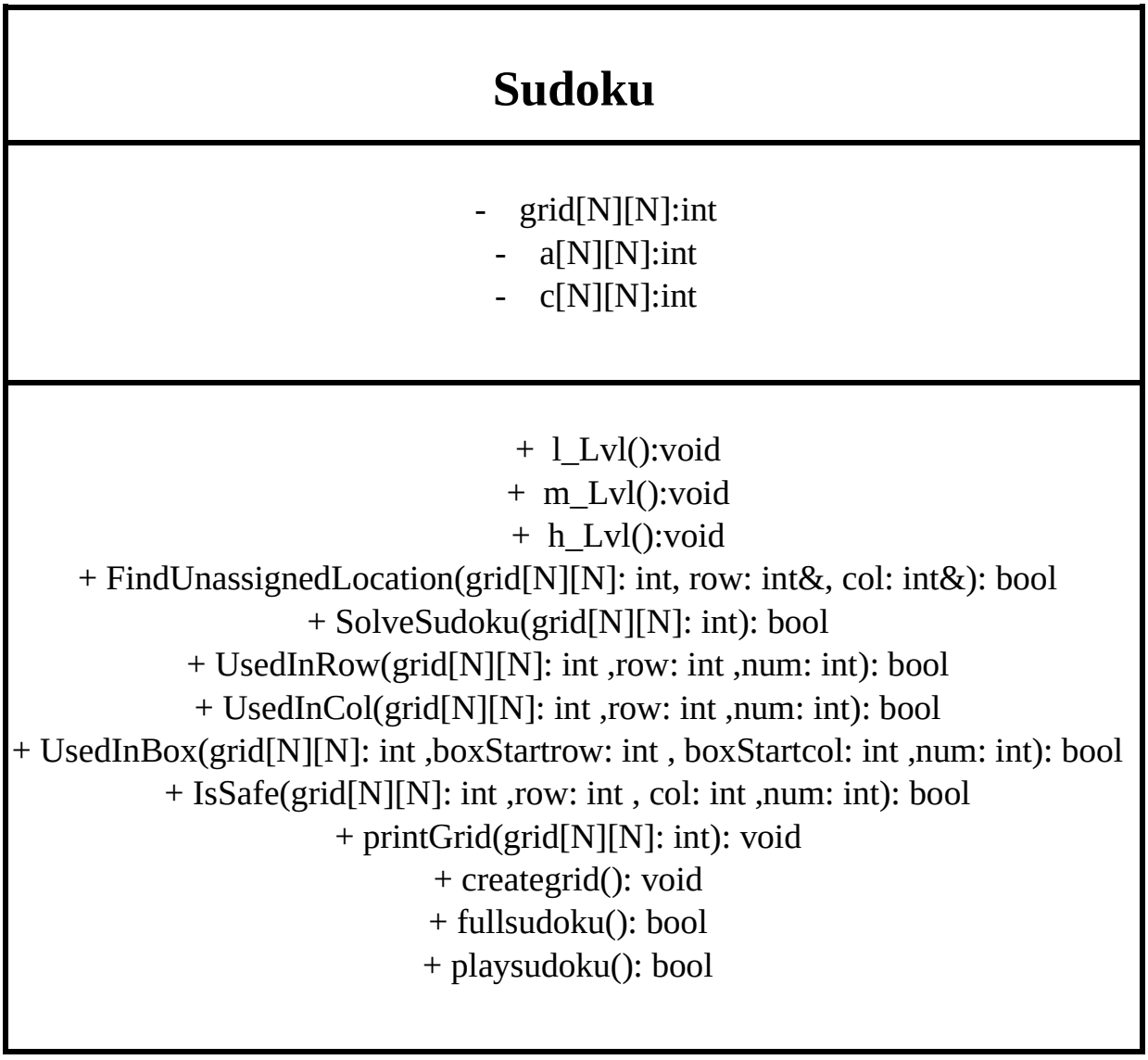
2.1. Problem Statement.

To create a C++ program that automates the Sudoku game.

2.2. System Requirements.

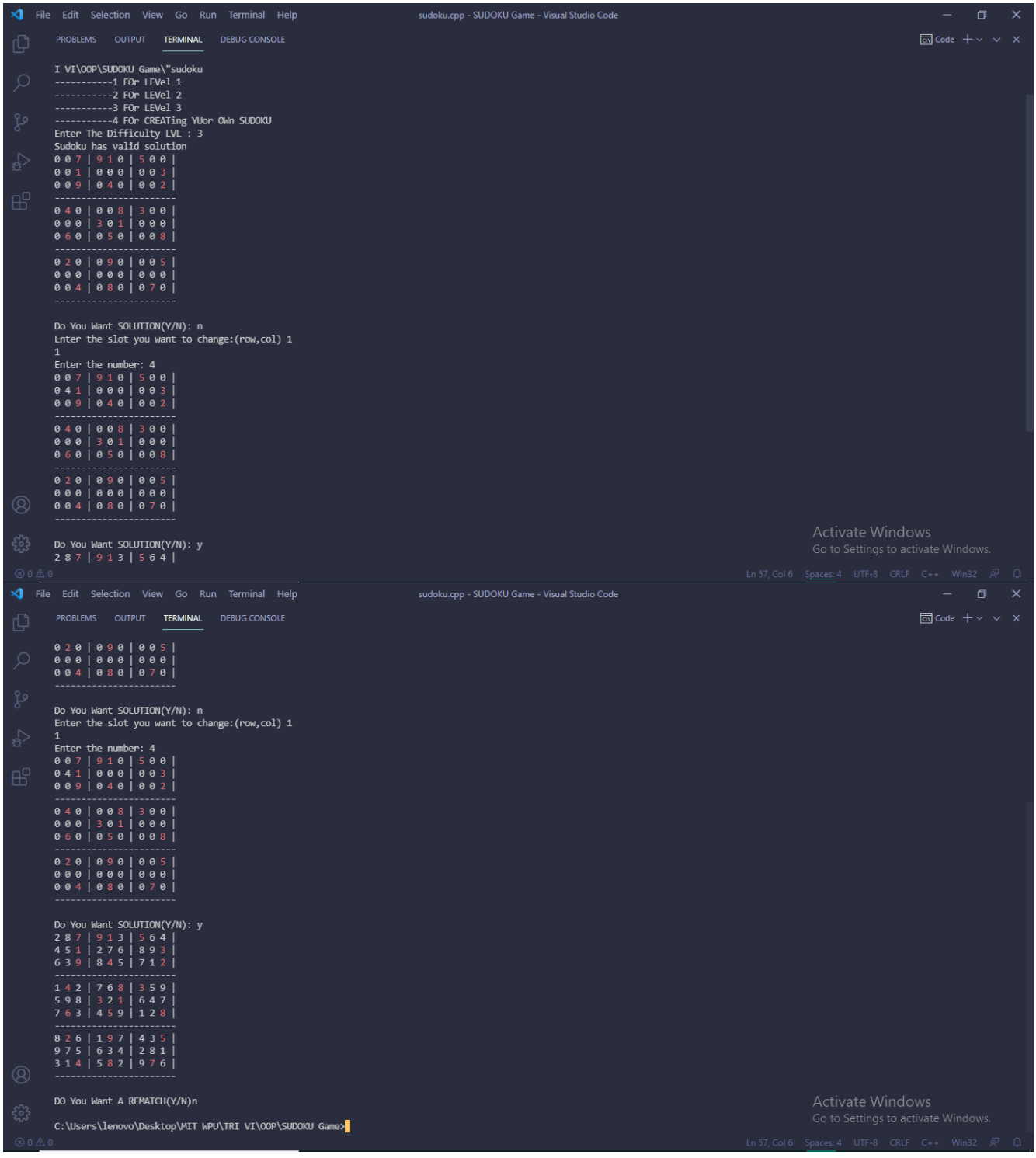
Eclipse IDE for C/C++ development should be installed.

2.3. Class Diagram of System.



3. RESULTS

OUTPUT:



Which is similar to the output we expected.

4.CONCLUSION

We Successfully executed the code and got the expected output. We also learned about the backtracking algorithm which is used to solve the Sudoku puzzle.

REFERENCES

- https://www.geeksforgeeks.org/backtracking-algorithms/