Setup our generate\_suduko

Sudoku = genarate\_sudoko(60) #Ensure you put the difficulty < 80

Get generated solved puzzle

Solvedpuzzle=Sudoku. solved\_array

print(Solvedpuzzle)

You will get an array of length 81, all number must in range (1, to 10)

Get generated unsolved puzzle

Puzzle = Sudoku.array

print(array)

Output: [0 , 0 , 3 , 5 , 2 , 0 , 8 , 0 , 6 , 7 , 0 , 8 , 0 ,. . . ]

Solve a puzzle

Get\_prob=Sudoku.get\_prob1(your array) # you array’s not solved places values = 0, your length of array = 81

Solved\_puzzle=Sudoku.solve(your array, Get\_prob)

print( Solved\_puzzle )

Note: input array must be 1 dimensional list