**Sudoku Solver**

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**Project Description:**

The objective of the Sudoku solver project would be to develop an AI program that can automatically solve Sudoku puzzles. The project will involve implementing a user interface that allows users to input and solve Sudoku puzzles. The user interface could include features like error checking, hint generation, and different levels of difficulty.

**Algorithms:**

The project could involve implementing different search algorithms, such as forward and backward state-space search, heuristic search, A\*, or AO\*. There are many other algorithms that can be used to solve Sudoku puzzles, and the choice of algorithm will depend on factors like the size of the puzzle, the available computational resources, and the desired level of accuracy and efficiency.

**Expected Output:**

The expected output of a Sudoku solver is a completed Sudoku puzzle that is correct, efficient, and provides useful information to the user.