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Create game
of Sudoku

System Libraries

```
#include <iostream>
#include <fstream>
#include <cstring>
#include <string>
#include <iomanip>
```

User Libraries

```
#include
"Array2D.h"
```

Function prototypes

```
int **fill2D(int,int);
DynAry2 *filStrc(int **,int,int);
void prnStrc(DynAry2 *);
void destroy(DynAry2 *);
bool test2(DynAry2 *);
void add2File(string,char);
void file(string);
bool winOrLose(DynAry2 *);
long byteNum(int );
```

main

Sudoku

Declare Variables

```
int strikes=3;
int rows=9;
int cols=9;
int **dynAry=fill2D(rows,cols);

DynAry2
*array2D=filStrc(dynAry,rows,cols);
char score='A';

bool stat1,stat2=true;

string name;
```

main

file("Rules")

prompt for name

Output lives

prnStrc(array2D);

while(stat2)

Output lives

prnStrc(array2D);

stat1=test2

stat1=true?

Output false
strike--;

Output Game over

strikes==2?

TRUE

score='B'

FALSE

strikes==1?

TRUE

score='B'

FALSE

strikes==0?

TRUE

score='B'

FALSE

score='B'

add2File
(name,score);

file("Scores");

destroy
(array2D);

exit main

output true

stat2=
winOrLose(array2D);

strikes==0

stat2=false

stat2=true

