Algorithmics	Student information	Date	Number of session
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Activity 1. [Numerical square]

YOU ARE REQUESTED TO:

Design and implement an algorithm using the backtracking technique to solve this problem optimally:

a) Implement the algorithm in Java (NumericSquareOne.java) in such a way that it calculates, for a given board input, a solution in the most efficient way.

b) Implement the algorithm in Java (NumericSquareAll.java) in such a way that it calculates, for a given board input, all the possible solutions.

Do you think this problem could be solved optimally using some of the previous techniques seen during the course?

The performance of the algorithm could be improved by using pruning, ending the branches that don't lead to a solution.

Test case	Time for first solution	Time for all solutions	Number of solutions found
Test01			
Test02			
Test03			
Test04			
Test05			
Test06			
Test07			