To create a software development project using Java or its frameworks, you can follow a structured approach similar to how the Sudoku solver is implemented. Here’s a step-by-step guide to developing a simple project with similar logic:

**Project Concept**

Let's design a project that mirrors the logic of the Sudoku solver. We’ll build a **Simple Task Management System** where users can add, view, and mark tasks as completed.

**Project Structure**

* Organize your project into different packages and classes to follow a modular design.
* Example structure:

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com.sudoku.solver

-> Main.java

-> model

│ - -> SudokuGrid.java :

-> service

│ -> SudokuSolverService.java

└──-> util

-> InputHandler.java

-> Validator.java

-> Printer.java

**2. Model Class**

* We Create a SudokuGrid class to represent the Sudoku grid.
* This class will store the grid and provide methods for accessing and modifying the grid

**3. Service Class**

* Create a SudokuSolverService class to handle the logic for solving the Sudoku.
* This class will have methods similar to the ones in your original code but encapsulated within a service layer.

**4. Utility Classes**

* **InputHandler**: Handles user input and grid initialization.
* **Validator**: Validates the Sudoku grid.
* **Printer**: Prints the Sudoku grid

**6. Testing and Optimization**

* Implement unit tests for your methods to ensure they work correctly.
* Optimize your algorithm if necessary, and consider adding features like different difficulty levels.

**7.** The utility classes, InputHandler, Validator, and Printer, which you can include in the com.sudoku.solver.util package.

**a. InputHandler.java**

This class is responsible for reading the Sudoku grid from user input.

**b. Validator.java**

This class contains validation methods. For simplicity, you can integrate the validation checks into the SudokuSolverService class as it's specific to the solving logic.

**c. Printer.java**

This class is responsible for printing the Sudoku grid.

**8. Integrating Utility Classes**

Ensure that you import the necessary classes in your SudokuSolverService and Main classes to use these utility classes.