

Michael Lieu and Will Schreiner

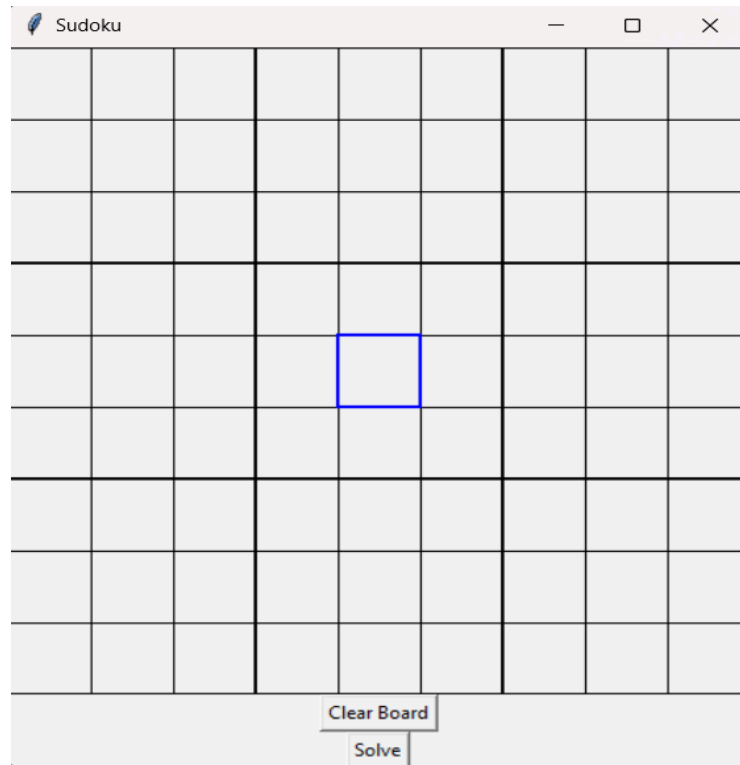
CS Senior Design II

Assignment 7

User Interface Specification

For our Graphic User Interface, we used TkInter and Python to program an interactive board that the user can traverse using arrow keys and the left mouse click button. The user will also be able to input, delete, and replace values and either solve or clear the board using their respective buttons. The board itself is a grid of 9x9 squares that the user can put a value into. When the user solves the board, every cell on the board will be filled with the correct value. The selected square of a board will be highlighted with a blue border, which improves user readability.

Below is a figure of the initial board whenever the user generates it. The figure is also the same for whenever the user clears the board.



Below is a figure of the board when the user inputs values into it.

Sudoku


— □ ×

5		1	7		2		8	4
		9	3		1		5	7
8	2		4					
4		6		1	7	8		
2	1				6			
	5						9	6
	6		1	4				
1			6			4	2	
	7	4	2	9		5		

Clear Board

Solve

Below is a figure of the solved board.

 Sudoku

—□×

5	3	1	7	6	2	9	8	4
6	4	9	3	8	1	2	5	7
8	2	7	4	5	9	6	1	3
4	9	6	5	1	7	8	3	2
2	1	8	9	3	6	7	4	5
7	5	3	8	2	4	1	9	6
9	6	2	1	4	5	3	7	8
1	8	5	6	7	3	4	2	9
3	7	4	2	9	8	5	6	1

Clear Board

Solve