SUDOKU

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SUCCESS!

- SUCCESSFULLY IMPLEMENTED AN AI THAT SOLVES SEVERAL TYPES OF SUDOKU
- CREATED A SUDOKU GENERATOR

SUDOKU SOLVER

1. CREATED SUDOKU CLASS TO HOLD DATA AND HANDLE IT RESPONSIBLY

2. CREATED FUNCTION THAT SOLVED VERY BASIC SUDOKU PROBLEMS

3. IMPLEMENTED NEW FUNCTION THAT USED BACKTRACKING FEATURE TO SOLVE MORE DIFFICULT PROBLEMS

SUDOKU SOLVER

P(sudo) Code:

If the sudoku isn't valid, quit

Loop (

Update_domains()

If sudoku isn't valid and there are backtracks, revert back

Find square with one value in domain, and write it

If not found, find next empty square, save state, and guess

Still not found, break

Check if solved

SUDOKU SOLVER

Show the code to them

SUDOKU CREATOR

- STARTED AFTER PROBLEM OF SOLVING WAS COMPLETE
- MODIFIED SOLVE FUNCTION TO RETURN TOTAL NUMBER OF SOLUTIONS A PROBLEM HAD
- CREATED FUNCTION FOR CREATING VALID SUDOKU AND THEN REMOVING HINTS

SUDOKU CREATOR

P(sudo) Code:

Generate random first row

Solve sudoku based on first row

While counter < 5:

    Find random pair of squares

    Remove them

    If puzzle still has one solution:

        Counter = 0

    Else:

        ++counter

SUDOKU CREATOR

Show them the code again