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Project 2

COSC 460

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The most troubling part of this program was the output. I know the output isn’t a necessary part of the program, but it was more sensible to me so show the output. The Sudoku concept makes sense to me and once I was able to get a correct sub square, the entire program became less of a challenge. The next most difficult issue was printing the board. Originally, 81 numbers would print in a linear fashion, but a simple fix of my method got rows and columns to print correctly.

This program was a good way to learn threading and I see why it can be necessary for an application. Even though, it wasn’t necessary for this program to use threading, but it was a good way to approach a problem where the developers wants all output ran at once.