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| **Application/ Program name:** | Soduku.cpp |
| **Written by:** | Allen J Myers |

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| **Purpose or problem definition:** |
| Create a Sudoku puzzle using matrices and arrays; have the game board auto-populate according to the rules of Sudoku. |
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| **Program Procedures:** |
| System will randomly generate a game board of 9\*9 using arrays and matrices. |
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| **Algorithm/Processing/Conditions:** |
| **Inputs:** |
| No user inputs. |
| **Processes:** |
| System will auto-populate a game board of 9\*9 |
| **Outputs:** |
| System will output the game board to the console. |
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| **Notes & Restriction:** |
| System limitations to 9\*9 game-board, user editable through the .cpp program files. Change the rows and columns to whichever value is wanted by user. |
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| **Comments:** |
| New tactic to create a matrix using arrays. |