

# VIRTUAL SUDOKU

## How to play: -

This is a logic based, combinatorial number placement puzzle. We know that Sudoku is a 9 x 9 number grid, and the whole grid are also divided into 3 x 3 boxes There are some rules to solve the Sudoku.

- We have to use digits 1 to 9 for solving this problem.
- One digit cannot be repeated in one row, one column or in one 3 x 3 box.

Using backtracking algorithm, we will try to solve Sudoku problem. When some cell is filled with a digit, it checks whether it is valid or not. When it is not valid, it checks for other numbers. If all numbers are checked from 1-9, and no valid digit found to place, it backtracks to previous option.

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## About the program: -

- Define a method called `isPresentInCol()`, this will take call and num
- for each row `r` in the grid, do
  - if `grid[r, col] = num`, then return true
- return false otherwise
- Define a method called `isPresentInRow()`, this will take row and num
- for each column `c` in the grid, do
  - if `grid[row, c] = num`, then return true
- return false otherwise
- Define a method called `isPresentInBox()` this will take `boxStartRow`, `boxStartCol`, num
- for each row `r` in `boxStartRow` to next 3 rows, do
  - for each col `r` in `boxStartCol` to next 3 columns, do
    - if `grid[r, c] = num`, then return true
- return false otherwise
- Define a method called `findEmptyPlace()`, this will take row and col
- for each row `r` in the grid, do
  - for each column `c` in the grid, do
    - if `grid[r, c] = 0`, then return true
- return false
- Define a method called `isValidPlace()`, this will take row, col, num
- if `isPresentInRow(row, num)` and `isPresentInCol(col, num)` and `isPresentInBox(row – row mod 3, col – col mod 3, num)` all are false, then return true
- Define a method called `solveSudoku()`, this will take the grid
- if no place in the grid is empty, then return true
- for number 1 to 9, do
  - if `isValidPlace(row, col, number)`, then
    - `grid[row, col] := number`
    - if `solveSudoku = true`, then return true
    - `grid[row, col] := 0`
- return false