# Project 4—Scala Sudoku solver

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How to access the Scala compiler/interpreter:

If you have intellij:

1. Phil: add instructions on how you got the Scala plug in \*\*\*\*\*\*\*\*\*\*\*

If you don’t have intellij:

1. Go to this website to download the eclipse Scala IDE: <http://scala-ide.org/download/sdk.html>
2. Select the appropriate download version based on your machine and download
3. Select the default settings and put it on the most convenient place on your machine

How to use our Solver:

* Create a scala project and include our file: sudoku.scala
* In the project folder—this will be the folder that has the bin and src folders in it—include a sudoku text file (either the one provided by us or one in the same format)
  + Puzzle text file format:
    - 9 lines with 9 integers in each line.
    - Each integer should be separated by a space
    - An empty cell should be represented by a 0
* Run the project and enter in the appropriate text file

Screenshot of our solver: \*\*\*\*\*\*\*\*\*

Sample input file:

0 4 0 0 8 0 0 0 0

6 0 0 0 0 0 0 0 0

0 0 0 0 0 1 0 0 4

9 0 0 0 0 0 0 7 0

0 0 0 6 0 8 0 0 0

0 1 0 0 0 0 0 0 0

0 2 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 5

0 3 0 0 9 0 7 1 0