```
./yices/ResultParser.java
                                Thu Feb 07 10:25:56 2013
package yices;
import java.io.BufferedReader;
import java.io.IOException;
import java.io.InputStream;
import java.io.InputStreamReader;
import java.util.HashMap;
import java.util.Map;
import java.util.regex.Matcher;
import java.util.regex.Pattern;
public class ResultParser {
       private Map<String, String> values;
       public Map<String, String> getValues() {
                return values;
        static Pattern pattern = Pattern.compile("\\(= a(\\d+)\\)");
       public void parse(InputStream inputStream) throws IOException {
                values = new HashMap<String, String>();
                BufferedReader br = new BufferedReader(new InputStreamReader(
                                inputStream));
                String line = null;
                while ((line = br.readLine()) != null) {
                        if ("unsat".equals(line)) {
                                values = null;
                                return;
                        Matcher matcher = pattern.matcher(line);
                        if (matcher.matches()) {
                                values.put("a" + matcher.group(1), matcher.group(2));
                }
        }
```

}

```
./yices/RuleGenerator.java
                                  Fri Feb 01 22:23:14 2013
package yices;
import java.io.PrintStream;
import java.text.MessageFormat;
public class RuleGenerator {
        private int n;
        private transient PrintStream pw;
        public RuleGenerator(int n) {
                 super();
                 this.n = n;
        public void generateGlobalRules(PrintStream pw) {
                 this.pw = pw;
                 generateVariables();
                generateRules();
        }
        public void check() {
                pw.println("(check)");
        protected void generateVariables() {
                 int size = n * n;
                 for (int i = 0; i < size; i++) {</pre>
                         for (int j = 0; j < size; j++) {</pre>
                                 pw.println(MessageFormat.format("(define a{0}::int)", i * size
                                                   + j));
                         }
                 for (int i = 0; i < size; i++) {</pre>
                         for (int j = 0; j < size; j++) {</pre>
                                  pw.println(MessageFormat.format("(assert (<= a{0} {1})))", i</pre>
                                                  * size + j, size));
                                  pw.println(MessageFormat.format("(assert (>= a{0} {1})))", i
                                                   * size + j, 1));
                         }
                 }
        protected void generateRules() {
                 int size = n * n;
                 for (int i = 0; i < size; i++) {</pre>
                         for (int j = 0; j < size; j++) {</pre>
                                  for (int k = j + 1; k < size; k++) {</pre>
                                          pw.println(MessageFormat.format("(assert (/= a{0} a{1})))
))",
                                                           i * size + j, i * size + k));
                                          pw.println(MessageFormat.format("(assert (/= a{0} a{1}))
))",
                                                            j * size + i, k * size + i));
                                          pw.println(MessageFormat.format("(assert (/= a{0} a{1})))
))",
                                                           ((i / n) * n + j / n) * size + (i % n)
 * n + j % n,
                                                            ((i / n) * n + k / n) * size + (i % n)
 * n + k % n));
                                  }
                         }
```

```
./ui/NumberButton.java Fri Feb 01 21:39:06 2013
package ui;
import java.awt.Dimension;
import java.awt.Font;
import javax.swing.JButton;
public class NumberButton extends JButton {
        /**
        *
         */
       private static final long serialVersionUID = -7564018057338800979L;
       private static Font font = new Font("Verdana", Font.PLAIN, 12);
       private int index;
       public NumberButton(int index) {
                super();
                setPreferredSize(new Dimension(50, 50));
                setFont(font);
                this.index = index;
        }
       public int getIndex() {
               return index;
       public void setIndex(int index) {
               this.index = index;
        }
}
```

```
./ui/SudokuFrame.java
                             Thu Feb 07 10:05:09 2013
package ui;
import java.awt.BorderLayout;
import java.awt.Dimension;
import java.awt.FlowLayout;
import java.awt.Graphics;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.util.Map;
import javax.swing.AbstractAction;
import javax.swing.JFrame;
import javax.swing.JOptionPane;
import javax.swing.JPanel;
import javax.swing.JToolBar;
import javax.swing.SwingUtilities;
import model.SudokuSolver;
public class SudokuFrame extends JFrame {
        /**
        private static final long serialVersionUID = -6275020573594671300L;
        private SudokuSolver solver;
        private JPanel centerPanel;
        /**
         * @param args
         */
        public SudokuFrame() {
                solver = new SudokuSolver();
                setTitle("Sudoku");
                setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);
                setLayout(new BorderLayout());
                add(generateToolBar(), BorderLayout.NORTH);
                centerPanel = new JPanel();
                FlowLayout flow = new FlowLayout();
                flow.setHgap(1);
                flow.setVgap(1);
                centerPanel.setLayout(flow);
                add(centerPanel, BorderLayout.CENTER);
                rearrangeGrid();
                setVisible(true);
        protected void rearrangeGrid() {
                int size = solver.getWidth();
                int preferredSize = (50 + 2) * size;
                setSize(new Dimension(preferredSize, preferredSize + 80));
                centerPanel.removeAll();
                for (int i = 0; i < size * size; i++) {</pre>
                        NumberButton nb = new NumberButton(i);
```

nb.addActionListener(new ActionListener() {

```
./ui/SudokuFrame.java
                             Thu Feb 07 10:05:09 2013
                                @Override
                                public void actionPerformed(ActionEvent e) {
                                         String input = JOptionPane.showInputDialog(
                                                         SudokuFrame.this, "Input Number For th
is val");
                                         try {
                                                 int val = Integer.parseInt(input);
                                                 int size = solver.getWidth();
                                                 NumberButton button = (NumberButton) e.getSour
ce();
                                                 int index = button.getIndex();
                                                 solver.setNumber(index / size, index % size, v
al);
                                                 button.setText(input);
                                         } catch (IllegalStateException exception) {
                                                 JOptionPane.showMessageDialog(SudokuFrame.this
                                                                 "Please reset to start new gam
e", "Need Reset",
                                                                 JOptionPane.ERROR_MESSAGE);
                                         } catch (IllegalArgumentException exception) {
                                                 JOptionPane.showMessageDialog(SudokuFrame.this
                                                                 "Invalid Number", "Invalid Num
ber",
                                                                 JOptionPane.ERROR_MESSAGE);
                                         } catch (Exception exception) {
                                                 JOptionPane.showMessageDialog(SudokuFrame.this
                                                                 "Invalid Number", "Invalid Num
ber",
                                                                 JOptionPane.ERROR_MESSAGE);
                                         }
                        });
                        centerPanel.add(nb);
                centerPanel.doLayout();
        protected JToolBar generateToolBar() {
                JToolBar toolBar = new JToolBar();
                toolBar.add(new AbstractAction("Setting") {
                        @Override
                        public void actionPerformed(ActionEvent e) {
                                String input = JOptionPane.showInputDialog(SudokuFrame.this,
                                                 "Input Size(2-10)");
                                try {
                                         int value = Integer.parseInt(input);
                                         if (value < 2 | | value > 10)
                                                 throw new IllegalArgumentException();
                                         solver.setSize(value);
                                         SudokuFrame.this.rearrangeGrid();
                                 } catch (NumberFormatException ex) {
                                         JOptionPane.showMessageDialog(SudokuFrame.this,
                                                         "Not a valid number!");
                                 }
                toolBar.add(new AbstractAction("Solve") {
                        @Override
                        public void actionPerformed(ActionEvent e) {
```

final BlockDialog block = new BlockDialog(SudokuFrame.this);

```
./ui/SudokuFrame.java
                             Thu Feb 07 10:05:09 2013
                                 // Create a thread to execute
                                 Thread thread = new Thread() {
                                         public void run() {
                                                  try {
                                                          final Map<String, Integer> values = so
lver.solve();
                                                          SwingUtilities.invokeAndWait(new Runna
ble() {
                                                                  public void run() {
                                                                           int val = solver.getWi
dth();
                                                                           val *= val;
                                                                           for (int i = 0; i < va</pre>
1; i++) {
                                                                                   NumberButton n
b = (NumberButton) centerPanel
.getComponent(i);
                                                                                   int result = v
alues.get("a" + i);
                                                                                   nb.setText(Str
ing.valueOf(result));
                                                          });
                                                  } catch (IllegalStateException e) {
                                                          JOptionPane.showMessageDialog(SudokuFr
ame.this,
                                                                           "Please reset to start
 a new game");
                                                  } catch (Exception e) {
                                                          JOptionPane.showMessageDialog(SudokuFr
ame.this,
                                                                           "Cannot Solve this. Pl
ease reset.");
                                                  } finally {
                                                          SwingUtilities.invokeLater(new Runnabl
e() {
                                                                  public void run() {
                                                                           block.setVisible(false
);
                                                          });
                                                  }
                                 };
                                 thread.start();
                                 block.setVisible(true);
                toolBar.add(new AbstractAction("Reset") {
                         @Override
                         public void actionPerformed(ActionEvent e) {
                                 solver.reset();
                                 SudokuFrame.this.rearrangeGrid();
                                 SudokuFrame.this.repaint();
                });
                return toolBar;
```

```
@Override
       public void print(Graphics g) {
              super.print(g);
}
```

```
./ui/BlockDialog.java
                             Thu Jan 31 22:00:15 2013
package ui;
import java.awt.Dimension;
import java.awt.FlowLayout;
import javax.swing.JDialog;
import javax.swing.JFrame;
import javax.swing.JLabel;
public class BlockDialog extends JDialog {
        private static final long serialVersionUID = -7159941446081118846L;
        public BlockDialog(JFrame parent) {
                super(parent);
                setSize(new Dimension(200, 100));
                setTitle("Processing...");
                setLocation(parent.getLocation().x + parent.getSize().width / 2
                                - getSize().width / 2,
                                parent.getLocation().y + parent.getSize().height / 2
                                                 - getSize().height / 2);
                setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);
                setResizable(false);
                setUndecorated(true);
                setModal(true);
                setModalityType(ModalityType.APPLICATION_MODAL);
                setLayout(new FlowLayout());
                add(new JLabel("Processing...."));
                doLayout();
        }
}
```

```
./model/SudokuSolver.java
                                 Thu Feb 07 10:19:02 2013
package model;
import java.io.PrintStream;
import java.util.HashMap;
import java.util.Map;
import java.util.Map.Entry;
import yices.ResultParser;
import yices.RuleGenerator;
public class SudokuSolver {
        private boolean ready = true;
        private int size = 3;
        private int[] values = new int[3 * 3 * 3 * 3];
        public int getSize() {
                return size;
        public void setSize(int size) {
                this.size = size;
                reset();
        public void setNumber(int i, int j, int val) {
                if (!ready)
                        throw new IllegalStateException();
                if (val > size * size || val <= 0)</pre>
                        throw new IllegalArgumentException();
                values[i * size * size + j] = val;
        public void reset() {
                values = new int[size * size * size * size];
                for (int i = 0; i < values.length; i++)</pre>
                        values[i] = 0;
                ready = true;
        public Map<String, Integer> solve() {
                if (!ready)
                        throw new IllegalStateException();
                try {
                        Map<String, Integer> result = new HashMap<String, Integer>();
                        Process p = Runtime.getRuntime().exec("yices -e");
                        RuleGenerator rg = new RuleGenerator(getSize());
                        int s = getWidth();
                        rg.generateGlobalRules(new PrintStream(p.getOutputStream()));
                        for (int i = 0; i < values.length; i++) {</pre>
                                 if (values[i] != 0) {
                                         rg.generateGivenRules(i / s, i % s, values[i]);
                                 }
                        rg.check();
                        p.getOutputStream().write("(exit)\n".getBytes());
                        p.getOutputStream().flush();
                        Thread.sleep(1000);
```