## **ECE 1410 Sudoku Program Requirements**

## Task

Using Microsoft Visual Studio, write a program that includes a class called Sudoku for generating and solving Sudoku puzzles. The class should contain the following public member functions:

- Sudoku::Sudoku(int n) Populates n squares of the 9x9 matrix with legal values
- int Sudoku::solve() Produces a valid solution to the generated puzzle (returns 1 on success, 0 on failure)
- void Sudoku::printGrid() Prints the 9 x 9 grid

The program should begin by asking for an initial number of squares to randomly (and legally) populate. The initialized grid should then be printed, using \* for undetermined values. The program then tries to find a solution.

If a valid solution is found, the solution is then printed to the screen. Otherwise, the message "Sorry, unsolvable" is printed.

Submit a .zip file to Canvas that contains three files: main.cpp, sudoku.cpp, and sudoku.h.

An example of a main.cpp file looks like this:

```
#include "sudoku.h"
#include <iostream>
using namespace std;
int main()
{
      int n;
      cout << "Welcome to SudokuSolver!!" << endl;</pre>
      cout << "Enter number of squares to prepopulate: ";</pre>
      cin >> n;
      Sudoku s(n);
      if (s.solve()) {
            cout << "Solved!" << endl;</pre>
            s.printGrid();
      }
      else {
            cout << "Sorry, unsolvable..." << endl;</pre>
      }
      return 0;
```

## **Examples**