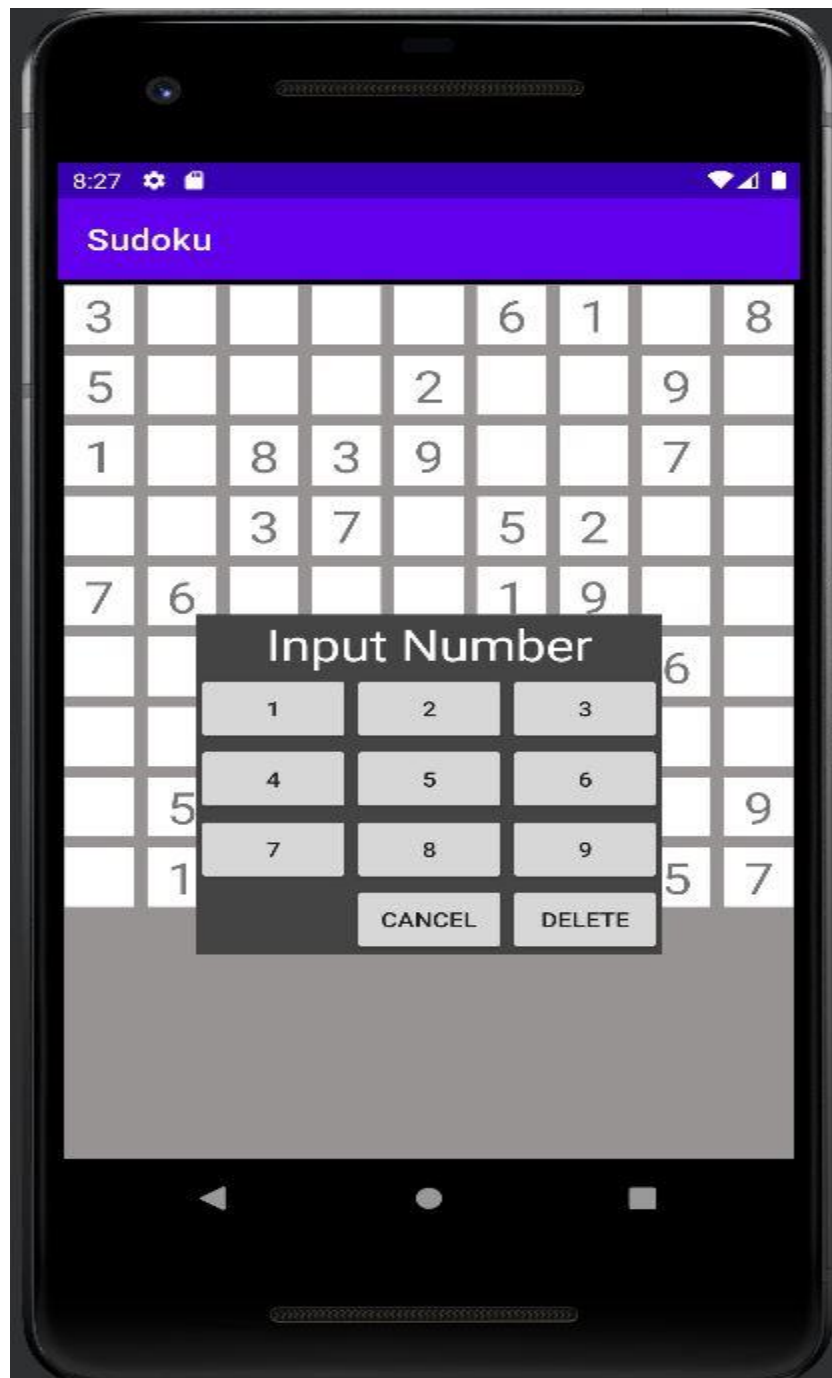# Sudoku Project

Student Id: 201912120

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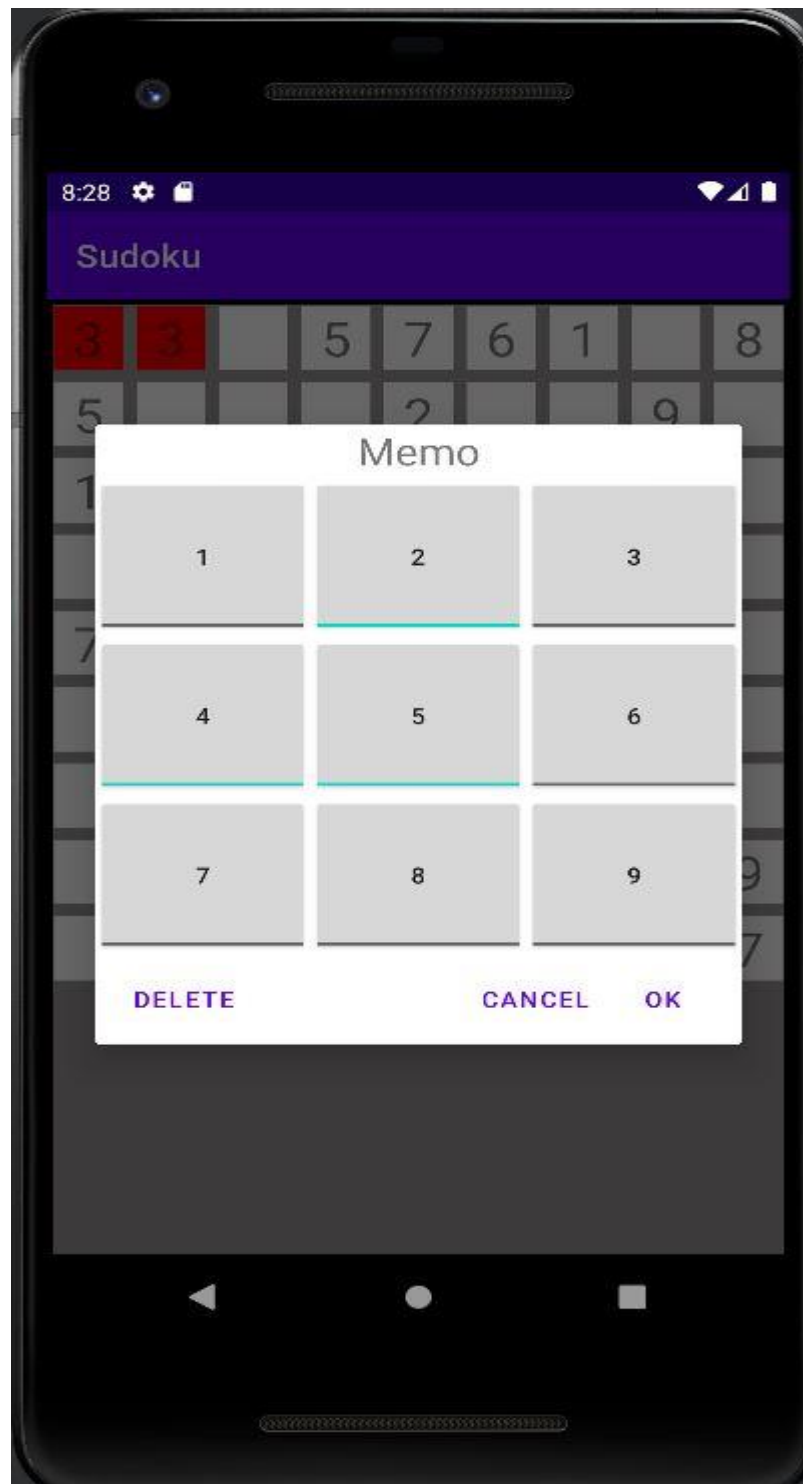
◆ Sudoku UI Design

9*9 2D sudoku board. Table outside border color is black and the background color is gray. The numbers are randomly placed in buttons by rate of 1/3.
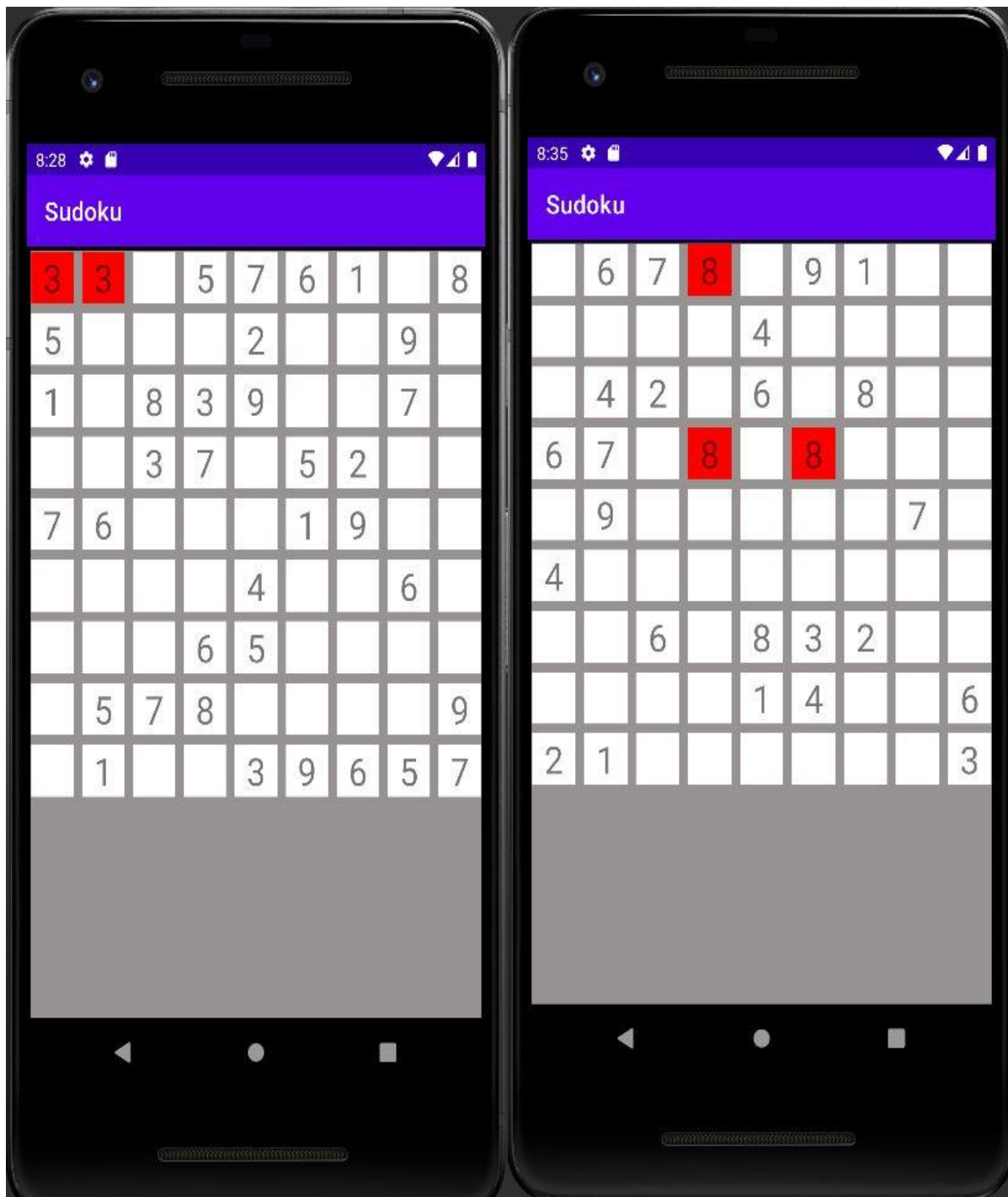
◆ Number Pad

Number Pad background color is dark gray and the buttons are light gray. When the CustomButton is clicked, numbers up to 1-9 with additional buttons such as cancel and delete will show up (visible). Cancel button will close the number pad and delete button will set button text to "" which will erase the number on the button that is clicked.

◆ Memo

When user clicks the CustomButton for a long period of time, alertDialog will show up showing toggleButtons. I made different layout(toggle_button.xml) and used layoutInflater to bring in the layout that I created.

◆ Conflict

Vertical and horizontal conflict are shown above. When vertical conflict and horizontal conflict occurs, the value of clicked button and button in the same row and column will compare. If the numbers compared are same, the background color will change to red. If there are no conflict, the background color will turn back to white.