

SudokuSolver

This assignment you will create a sudoku program:

- ▶ Read from a configuration file
- ▶ Build a GUI with custom buttons
 - Left-Click increases from blank,1-9
 - Right-Click decreases from 9-1,blank
 - Cannot alter the numbers that were set upon initialization
- ▶ Board changes to green if filled in
- ▶ Spot changes to red if no valid number allowable



Sudoku Requirements/Suggestions

- ▶ Read from file setting certain buttons text fields
- ▶ Build Custom Frame per 3x3 grid
 - checkRow - use in conjunction with adj 3x3 grids to determine if valid num in row
 - checkCol - use in conjunction with adj 3x3 grids to determine if valid num in col
 - checkGrid - check all other buttons in 3x3 grids to determine if valid
- ▶ Build Frame to hold all 3x3 grids
 - checkWin - determines if there are non-empty spots
 - checkSpot - determines if a number/spot combo is valid
 - incrButton - changes a specified button to be VALID higher value (cycle if need be) or make red (background), green all around if win with change
 - decrButton - changes a specified button to be VALID lower values (cycle if need be) or make red (background), green all around if win with change
- ▶ Build a Custom Button that has attributes for row, column