

```
1
2 from csp_lib.sudoku import (Sudoku, easy1, harder1)
3 from constraint_prop import AC3
4 from csp_lib.backtrack_util import mrv
5 from backtrack import backtracking_search
6
7
8 for puzzle in [easy1, harder1]:
9     s = Sudoku(puzzle) # construct a Sudoku problem
10    s.display(s.infer_assignment())
11
```