SUDOKU SOLVER

Sudoku solver is a solver for 9*9 sudoku game

Sudoku configuration

1. Go into the dir "sudokuSolver/"
2. Save a sudoku game file under dir "test_game/"

> eg: test_game/sudoku1.txt

```
$ cat test_game/sudoku1.txt
x 7 x x x x 3 x 1
x 3 x 5 7 2 x x 6
4 6 x x x x 5 x x
x 8 1 x x x x x x
x x x 3 x 5 x x x
x x x x x x 4 6 x
x x 6 x x x x 8 9
8 x x 1 4 6 x 5 x
2 x 7 x x x x 3 x
```

Usage

```
$ make solve test_game/sudoku1.txt
```

Example

```
$ make solve test_game/sudoku1.txt
==========================[ Problem Statistics ]==============================
|                                                                            |
PARSE ERROR! Unexpected char: x
==========================[ Problem Statistics ]==============================
|                                                                            |
WARNING! DIMACS header mismatch: wrong number of variables.
|   Number of variables:           999                                       |
|   Number of clauses:             3793                                      |
|   Parse time:                    0.00 s                                    |
|                                                                            |
==========================[ Search Statistics ]===============================
| Conflicts |          ORIGINAL          |           LEARNT          | Progress |
|           |    Vars  Clauses Literals  |    Limit  Clauses Lit/Cl  |          |
==============================================================================
==============================================================================
restarts              : 1
conflicts             : 1                 (572 /sec)
decisions             : 276               (0.00 % random) (157895 /sec)
propagations          : 1039              (594394 /sec)
conflict literals     : 1                 (0.00 % deleted)
Memory used           : 0.30 MB
CPU time              : 0.001748 s
SATISFIABLE
9 7 5 6 8 4 3 2 1
1 3 8 5 7 2 9 4 6
4 6 2 9 3 1 5 7 8
3 8 1 4 6 7 2 9 5
6 2 4 3 9 5 8 1 7
7 5 9 2 1 8 4 6 3
5 4 6 7 2 3 1 8 9
8 9 3 1 4 6 7 5 2
2 1 7 8 5 9 6 3 4
make: `test_game/sudoku1.txt' is up to date.
```