Sudoku SDD

3x3 boxes arranged in a 3x3 fashion. Therefore there are 81 squares.

Make a 9x9 2D array of square struct

Struct Square{

<vector> int PotentialNum; (Size of 9, remove numbers as they get eliminated)

int RealNum; (Initialize to -1, set to number when ‘solved’)

}

Need efficient method of searching. First thing first, check what numbers are already in box, eliminate from PotentialNum;

// do this at the beginning after initializing square

For (int I = 1; I < 10; i++)

For( int j = 1; j < 10; j++) // loop through grid

if ( Grid[i][j].realNum != -1) // found a number, remove it from the grid

{

//traverse the row and column, subtract number

for(int k = 1; k < 10; k++)

Grid[i[realNum].Remove(realNum);