CSCI 630-02—Lab 1

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1 Reading Input File

2 The Generic Solver

3 Dependency Injection

Also explain how you integrated the MRV heuristic and forward checking into your code.

If you wish to implement this check, you may do so, and incorporate it into your writeup (explain how it was done, and the effect on the empricial results over different puzzles) for up to an additional 10

3.1 Cell Selector

3.1.1 next_empty_cell

3.1.2 next_mrv_cell

3.1.3 next_human_like_mrv_cell

3.2 Move Selector

3.2.1 default_next_move

3.2.2 human_like_next_move

3.3 Validator

3.3.1 naive_validator

3.3.2 localized_validator

3.4 Pruner

3.4.1 default_pruner

3.4.2 value_pruner

3.4.3 forward_pruner

4 Solvers

5 Puzzles

6 Results

report on the empirical results for the different puzzles (including any beyond the ones given above, if you have tested any) is the improvement solely dependent on the size of the puzzle, or is something else going on? If you were to write a program to create Ripple Effect puzzles, how might you use this information?